# LINE 6

# POD GO EDIT

## PILOT'S GUIDE >

A guide to the features and functionality of the Line 6 POD Go Edit application

# Contents

# Workflow

Welcome to the *POD Go Edit Pilot's Guide*. This guide contains details of the **POD Go Edit** v2.00 application's features and functionality with **Line 6® POD® Go** and **POD Go Wireless** devices. All behaviors are the same on Mac and PC computers, as well as with POD GO and POD Go Wireless devices unless otherwise noted throughout this Guide. It is recommended that you also check out the handy *Cheat Sheet* included with your device and the Owner's Manual for details on using your POD Go.

> ⚠️ **IMPORTANT:** It is recommended that your POD Go device's firmware be updated to version 2.00 for full compatibility with the POD Go Edit application version 2.00.
>
> Please also note that POD Go Edit v.1.21 (or later) is required for compatibility with POD Go Wireless devices. See "Updater & Additional Resources" on page 65.

## What's in it for Me?

POD Go Edit v2.00 is a simple but powerful editor, preset librarian, and IR manager application for POD Go devices running firmware version 2.00 (or later). It allows you to customize, back up, and manage your tone presets and setlists, as well as manage the Impulse Responses on your Line 6 POD Go device. Essentially, the POD Go Edit app allows you to access the features in your device conveniently, taking full advantage of your computer's large screen, keyboard, and ample storage space!

**For best performance, it is recommended to use the latest available version of the POD Go Edit application, drivers, and device firmware.\*** Upon launch of POD Go Edit, while connected to your POD Go device, you'll be alerted if there are newer versions of the application and device firmware—see "Automatic Software and Firmware Update Check" on page 3.

> 📌 **NOTE:** If on Windows®, you'll need to install the Line 6 POD Go drivers to be able to use POD Go Edit—all drivers are already selected to be installed by default when you run the Windows POD Go Edit installer. The Windows drivers also provide ASIO, low latency, 24-bit/44.1khz, 48kHz, 88.2kHz, and 96kHz sample rate operation, allowing you to utilize POD Go as a USB audio interface for all popular Windows audio applications.
>
> For Mac computers, no driver installation is necessary for the use of POD Go devices with POD Go Edit app, as well as for USB MIDI and low latency, 24-bit/48kHz audio operation. Optionally, you may download and install the Line 6 POD Go Mac Core Audio driver for audio sample rate operation at rates other than 48kHz with all audio applications on macOS.
>
> The latest POD Go Edit application and driver installers are available at line6.com/software/. **For details on application and driver support with the latest Windows and Mac operating systems, please be sure to check any driver's Release Notes, or visit line6.com/support/.**

## Marketplace

Be sure to visit the Line 6 Marketplace online shop, where you'll find 3rd-party add-on assets that further enhance the functionality of POD Go and Helix® family products! Check back often on Marketplace for product news and announcements. An Internet connection is required for the computer on which you'll be using the POD Go Edit app to authorize it to use Marketplace premium assets. Please see "Marketplace & Account Options" on page 38.

## Workflow Overview

Once the POD Go Edit app is launched, it automatically syncs all presets and IRs from your device's internal memory, displaying them within the Librarian panel at the left of the application window. This allows you to export presets and IRs to create a virtually unlimited library on your computer and then import them onto your device at any time. The Librarian panel also allows you to easily rename and reorder your presets and IRs, and the Create & Restore Backup feature makes it simple to create full backups that can be restored to your POD Go hardware in minutes.

You will also see your currently loaded preset's contents displayed in the Editor panels on the right. This allows you to load & fully customize your presets, configure bypass & controller assignments, and create & edit snapshots. While connected, communication between the application and your connected device's internal memory is instantaneous. Changes you make to any parameters in the Signal Flow or Edit panels, as well as any changes to presets, setlists, and IRs within the Librarian, are immediately reflected on the device, and vice-versa.
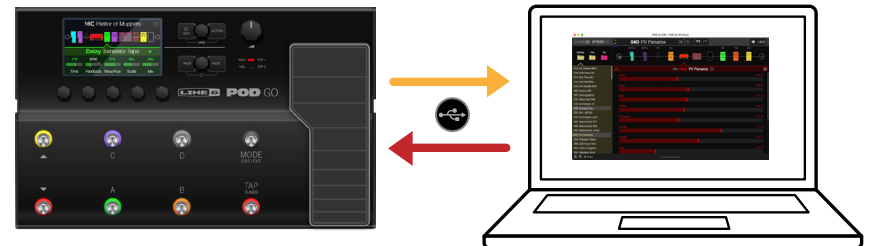


This interactive communication allows you to tweak your presets and setlists in real-time, without the need to sync to the device manually.

> ⚠️ **WARNING:** Please be aware that the changes cannot be reverted when overwriting presets or Impulse Responses! You can use the **Create & Restore Backups** feature to back up your device's contents before making changes. See "Creating & Restoring Complete Device Backups" on page 18.

# Computer Connectivity

To put the POD Go Edit application to work, connect POD Go to your computer's USB port. As mentioned above, for Windows computers, it is necessary to install the Line 6 POD Go drivers (included and installed by default with the POD Go Windows app installer) to use the POD Go Edit application with your device.

Exit any other Line 6 or audio applications that may be running. With your POD Go device powered on, launch POD Go Edit.

- **Mac:** Go to Applications > Line 6 > POD Go Edit
- **Windows:** Go to the Start button menu > All Apps (or Programs) > Line 6 > POD Go Edit

Upon launch, the application will detect your connected POD Go hardware and automatically retrieve and display its on-board presets & Impulse Responses. This may take a moment to download all of the preset information.

If your computer does not detect a connected POD Go device, you'll see the "No device" indicator appear at the top left of the application.



No Device Connected indicator

If you see this indicator, check to make sure your POD Go device is powered on and connected to your computer's USB port. If on Windows, be sure you have the Line 6 POD Go driver installed.

## Automatic Software and Firmware Update Check

Upon launch of POD Go Edit (version 1.21 and later), it will automatically check the Line 6 online server for the latest POD Go Edit software and firmware versions for your connected POD Go device—an active Internet connection and sign in to your Line 6 account is required. If updates are available, you'll see a pop-up alert shortly after launching the application.
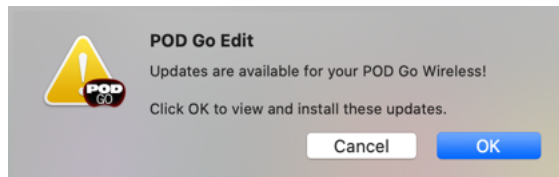


Updates available pop-up alert

⚠ **IMPORTANT!** Before updating, it is always a good idea to do a backup to retain a copy of all your current presets and settings (see "Creating & Restoring Complete Device Backups" on page 18). Once you've updated, newly saved presets may not always load correctly within older POD Go Edit or POD firmware versions, should you ever revert to earlier software or firmware versions.

Choosing **Update Now** launches the integrated **Updater** and walks you through the update process painlessly.

An **Update available** indicator also appears at the bottom of the main application window whenever updates are available for POD Go Edit or your POD Go or Relay transmitter firmware (when you are signed in via the POD Go Edit My Account menu). You can optionally click this button to launch the Updater—or choose **Check for Updates** from the main application menu bar.



Please see "Updater & Additional Resources" on page 65 for full instructions.

# Multi-Device, Multi-Window Support

If you happen to have both a POD Go and a POD Go Wireless device, the POD Go Edit application supports the use of multiple-connected devices simultaneously, where each device displays its own full application window. This allows you to easily reference and edit presets and settings, as well as drag and drop presets and IRs between the USB-connected devices' libraries.

💡 **TIP:** You can also use the Copy and Paste commands or drag and drop to copy a block and its current settings from one POD Go Edit device window to another!

To access the separate application windows for each connected device, simply go to the POD Go Edit **Devices menu** and select the desired device to display or hide its window—a check-mark at the left of a device here indicates the device window that is in the foreground. The separate windows can also be resized and/or positioned on your screen independently.
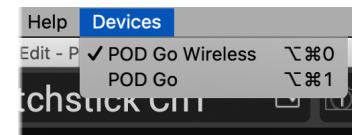


The app's Devices menu, showing two connected device's windows

You'll see an indicator at the top left of each app window displaying its connected device—or a warning that no device is detected (as shown in the preceding section).

📌 **NOTE:** On macOS computers, closing all open device windows does not exit the POD Go Edit application. As is common with multi-window supporting macOS apps, you'll need to use the **Quit POD Go Edit** command from the main POD Go Edit menu (or better, just train yourself to use the Cmd+Q shortcut).

## POD Go and POD Go Wireless Preset Compatibility

POD Go and POD Go Wireless presets are fully compatible. Due to the differences in Input block options between these two device types, the Input settings are automatically translated whenever loading a preset exported from the other POD Go device type. You can, of course, manually change any Input block settings as desired.

**Loading a POD Go preset into POD Go Wireless—Input block settings:**

- **Guitar** is changed to **Guitar+Wireless**
- **USB 3/4** remains as **USB 3/4**

**Loading a POD Go Wireless preset into POD Go—Input block settings**

- **Guitar+Wireless** is changed to **Guitar**
- **Guitar** remains as **Guitar**
- **Wireless** is changed to **Guitar**
- **USB 3/4** remains as **USB 3/4**

> 📌 **NOTE:** When importing presets that include an IR block, you will also want to import the same IR files that are referenced by the original presets into your device's IR library—also see .

## Compatibility with Other Line 6 Products

POD Go presets, setlists, or backup files are not compatible with other Line 6 hardware and software products. However, some assets are able to be copied & pasted or shared between POD Go and Line 6 Helix® and HX® products, as covered below.

### Block Copy and Paste

Using the **Copy Block** and **Paste Block** commands or via **drag and drop**, you can copy and paste individual Amp and FX block types between your presets within POD Go Edit and the Line 6 HX Edit application, and Line 6 Helix Native plugin, effectively allowing you to share them between your POD Go and any Helix/HX devices or Helix Native plugin. Restrictions apply for some block-model types depending on the Helix/HX device and the specific model in use. (Helix and HX devices do offer some models not available in POD Go—please refer to the Model Lists within your devices' *Owner's Manuals*.)

## Impulse Responses

**Impulse Response** (IR) files can be utilized within POD Go's IR blocks, as well as in all Helix and HX devices and the Helix Native plugin. This means that you can essentially obtain any IR that any vendor offers for Line 6 Helix/HX devices and import it directly using POD Go Edit to utilize it with your POD Go device.

It is also possible to drag and drop IRs directly between the IRs Library windows of POD Go Edit and HX Edit (as well as Helix Native plugin) to easily copy them—.

> 💡 **TIP:** A great selection of POD Go presets and IRs are available right now in the Line 6 Marketplace online shop!

# GUI Overview

POD Go Edit has a very intuitive, easy-to-use interface. The application automatically detects your connected POD Go device and displays all its options within the main application window, where the navigation is divided into three main sections:

**The Librarian Panel -** For managing presets, setlists, and IRs (Impulse Response files).

**The Signal Flow Panel -** Where you can add and move amp, effects, FX loop, and looper models and customize your complete signal path routing.

**The Inspector - Edit/Model Select Panel -** This lower portion of the Editor window serves as an Inspector panel for the block selected within the Signal Flow panel. Here you can choose from two display modes: The Edit panel for editing a block's parameters and bypass & control assignments, or the Model Select panel for choosing the desired models for each of the blocks within the Signal Flow.
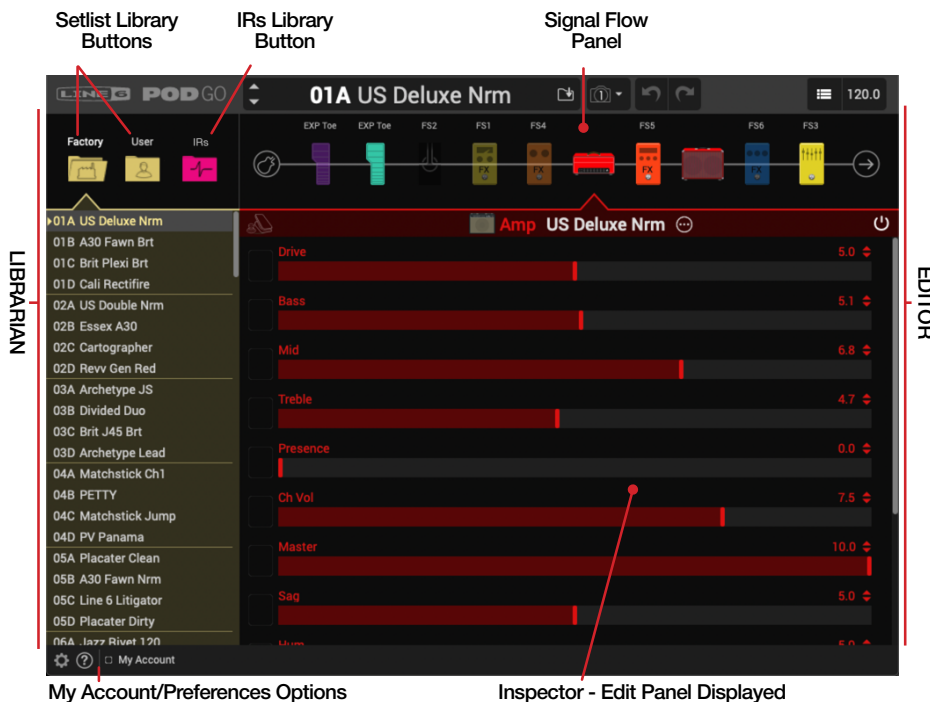


The POD Go Edit main application window

The Edit/Model Select panel display can be switched via the toggle button at the top of the panel.



The Edit/Model Select panel - Model Select panel displayed

Additionally, bypass, control, and snapshot assignment options can be accessed from multiple points within the Editor window, allowing you to easily create, edit, and manage the preset's footswitch and pedal assignments - see "Bypass & Controller Assignment" on page 27 for details.

> **POD Go Wireless Users:** Note that POD Go Edit does not display indicators for the battery or signal strength of your Relay G10T or G10TII transmitter. Please refer to the indicators on your POD Go Wireless device screen (as well as the information in your *POD Go/POD Go Wireless Owner's Manual*).

## Resizing the Application Window

The POD Go Edit main application window is resizable, allowing you to adjust it to best fit your screen size and workflow. Click and drag any corner or edge of the window to adjust to the preferred size, or click the "Maximize" button at the top of the window to use it in full screen mode. If you happen to have multiple POD Go devices connected, each device's application window can be resized independently (also, see "Multi-Device, Multi-Window Support" on page 3).

# Application Menus

At the top of your computer screen (Mac) or top of the application window (Windows), you'll find the familiar application menu bar. Note that the available commands differ within the **File** and **Edit** menus depending on the application window, panel, and/or specific control that currently has "focus." The window focus is indicated by a blue triangle ◢ appearing at the top left of the main Librarian, Signal Flow, or Inspector windows. To change focus, simply click within the desired panel or use the **TAB** key. To follow are descriptions of the included application menu commands for Mac and Windows. Also see "Keyboard Shortcuts" on page 55 for additional information.

## POD Go Edit (Mac only)

- **About POD Go Edit** - Launches the About box screen, which displays software and device firmware version info, and legal credits.
- **Preferences** - Launches the Preferences window, where you can select application and hardware settings—see page 36. You can also launch the Preferences window by clicking on the "gear icon" button at the bottom left, or on the "POD Go" logo at the top left of the application window.
- **Quit POD Go Edit** - Exits the application.

## File

When a preset within the Factory or User setlist currently has focus (or, when a setlist is displayed and focus is within any other window), the following commands are selectable:

- **Save Preset** - Saves changes for the currently loaded preset to the device's Preset library.
- **Save Preset As** - Displays the Save As window, allowing you to choose the desired setlist (Factory or User) and Preset library location where to save the current tone. Note that choosing an occupied preset location will overwrite the existing preset within the location on your device.
- **Import Preset** - Imports any .pgp preset file (or files) from your computer, replacing the currently selected library preset(s).
- **Export Preset** - Exports the currently selected preset (or presets) and saves each to your computer as a .pgp file.
- **Import Setlist** - Imports any .pgs setlist file from your computer, replacing the current setlist on your device.
- **Export Setlist** - Exports the current setlist and saves it to your computer as an .pgs setlist file.

When an IR slot within the IRs library currently has focus (or, when the IRs library is displayed, and focus is within any other window), the following commands are selectable:

- **Import IR** - Imports an IR file (or files) from your computer, replacing the currently selected library IR(s).
- **Export IR** - Exports the currently selected IR(s) and saves each to your computer.
- **Save Preset** - Saves changes to the currently loaded preset.

- **Save Preset As** - Displays the Save As window, allowing you to choose the desired setlist and preset index location where to save the current tone.

> **TIP:** Please see "Factory & User Setlists" on page 8 and "IRs List" on page 10 for details these File menu commands.

The following File menu commands are available regardless of window focus:

- **Create Backup** - Launches the Create a POD Go Backup window, where you can export a full backup of your device's presets, IRs, user model defaults, and global settings—see page 18.
- **Restore From Backup** - Launches the Restore From Backup window, where you can restore all your device's presets, IRs, user model defaults, and global settings from a previously created backup—see page 18.
- **Preferences** - (Windows only) Launches the Preferences window, where you can access application and hardware settings—see page 36. You can also launch the Preferences window from the "gear icon" button or the connected device indicator.
- **Quit** - (Windows only) Exits the application.

## Edit

Regardless of window focus:

- **Undo** - Reverses the last supported edit action.
- **Redo** - Reverses the last performed Undo action.

> **TIP:** Please see "Undo / Redo" on page 17 for details.

When a preset within the Factory or User setlist has focus:

- **Copy Preset** - Copies the selected preset(s) to the clipboard.
- **Paste Preset** - Pastes the last-copied preset(s), replacing the preset(s) within the selected Preset library location(s).
- **Select All Presets -** Selects all presets within the current setlist.
- **Rename Preset** - Renames the currently loaded preset.

When an IR slot within the IRs library has focus:

- **Copy IR** - Copies the selected IR(s) to the clipboard.
- **Paste IR** - Pastes the last-copied IR(s), replacing the IR(s) within the selected IR library location(s).
- **Clear IR** - Deletes the selected the IR(s) from the IRs library.
- **Select All IRs -** Selects all IRs within the IRs library.
- **Rename IR** - Renames the currently selected IR.

When a block within the Signal Flow panel has focus:

- **Cut Block** (Effects type blocks only) - Copies the currently selected block's model and its settings to the clipboard and removes the model from the block.
- **Copy Block** - Copies the currently selected block's model and its settings to the clipboard.
- **Paste Block** - Pastes the last-copied block's model and its settings into the selected block.
- **Clear Block** - Removes the model from the selected block (available only for Effects type blocks).
- **Rename Preset** - Renames the currently loaded preset.

💡 **TIP:** Please see "Copying, Pasting, & Clearing Blocks" on page 21 for details.

## Snapshots

- **Copy Snapshot** - Copies the currently loaded preset's snapshot to the clipboard.
- **Paste Snapshot** - Pastes the last-copied snapshot contents, replacing the currently loaded snapshot's contents.
- **Snapshots** - Loads any of the current preset's four snapshots.

💡 **TIP:** Please see "Configuring & Managing Snapshots" on page 14 for details.

## Window

- **Show** or **Hide Bypass/Control** - Toggles the Bypass/Control window between shown and hidden within the Edit panel. (Note that the Edit/Model Select panel must be displaying the Edit panel to access this command.) See page 27.
- **Global EQ** - Displays the Global EQ window—see page 35.

## Help

- **POD Go Edit Online Help** - Takes you to the POD Go online Knowledge Base, where you can find helpful info on POD Go Edit and your POD Go device.
- **POD Go Edit Application Pilot's Guide** - Launches the PDF you are reading now.
- **About POD Go Edit** - (Windows only) Launches the About box, which includes the software and device firmware version info and legal credits.

## Devices

Displays a selectable option to open or close the individual POD Go Edit application window for each connected POD Go and POD Go Wireless device. A check-mark appears to indicate the device window that is in the foreground. Also see "Multi-Device, Multi-Window Support" on page 3.

# Preferences, Help & Account Options

At the bottom left of the window, click on the menu buttons to access the application's Preferences, Help/About Box, (see page 36) and My Account options (see page 39)



Preferences   Help/About   Account Options

# Factory & User Setlists

Within the **Librarian panel** of the POD Go Edit window, clicking on the **Factory** or **User** setlist folder displays its presets list, which provides functionality for importing, exporting, and managing the presets stored within your POD Go device's internal memory. The Factory and User setlists each include 128 preset locations.
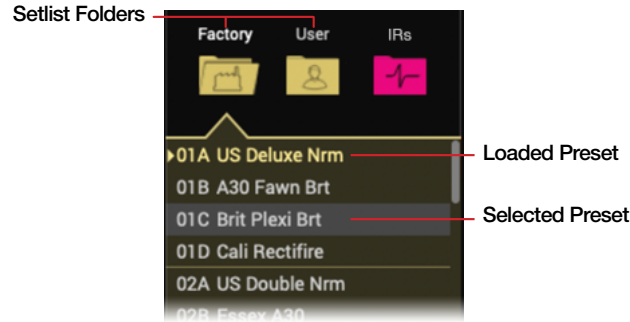


The Librarian panel, with the Factory setlist selected

Note that all presets are editable, including the Factory presets originally included with your device. Initially, the User setlist includes all "New Presets," which consist of the default set of Preset blocks and four empty Effects blocks, awaiting your customization.* You'll likely find it easiest to start with the Factory presets, tweak the models, tone & controller settings, and then rename and save your customized presets into the User folder.

You'll find the commands for preset **Save, Save As, Import, Export, Copy**, **Paste**, and **Rename** within the application's **File** & **Edit** menus. Preset commands are also accessible via right-click directly on any preset within the library, as well as via handy "Keyboard Shortcuts". It is also possible to import and export complete setlists, using their respective menu commands.
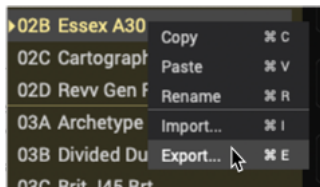


Right-click on a preset to quickly access available commands

💡 **TIP:** Exporting a setlist or individual presets is a great way to backup and archive a virtually unlimited number of your custom presets on your computer—also see "Creating & Restoring Complete Device Backups" on page 18.

💡 **\*TIP:** There is a handy trick you can perform directly on your POD Go device to change the default state of all "New Presets"...

Dial in a preset exactly how you like it and from the device's Save Preset screen, hold **ACTION** and press **Knob 5** (Save). Now every "New Preset" will be your custom default preset. You'll have a great starting point to create new original tones.

## Premium Marketplace Presets

If you've purchased and downloaded premium POD Go presets from the Line 6 Marketplace, you must be signed in to your Line 6 account within POD Go Edit and have your computer authorized to initially import or export these presets (as well as for any setlists or backups that include premium presets). Please also see "Marketplace & Account Options" on page 38.

Premium Marketplace presets are otherwise able to be utilized just like any other POD Go presets. When imported, these premium Marketplace presets are indicated by guitar pick "badges" to their right within the Presets panel.



Premium Marketplace presets are indicated with golden guitar pick badges

## Selecting, Loading, and Saving Presets

It is important to note our terminology used in this Guide when describing the difference between *selecting* versus *loading* a preset within a setlist. To access a preset, choose the desired setlist (Factory or User) at the top of the Librarian panel, then click choose any preset within the setlist.

**To Select a Preset -** Click once on a preset location within the setlist and you'll see it become highlighted in gray. This indicates the preset is *selected*, meaning that a preset command (Copy, Paste, Import, etc.) will act upon this preset (even if a different preset is the one currently loaded within the Signal Flow).

**To Load a Preset -** Double-click on any preset (or click once to select it and then hit your Enter/Return key) to *load* the preset—you'll see the preset name appear with amber colored text, indicating it as the preset currently in use on your device. Note that File and Edit menu commands will act upon the preset that is currently selected (highlighted) which may or may not also be the currently loaded preset.

💡 **TIP:** You can also load presets by clicking on the **Next/Previous Preset** (up and down arrow) buttons that appear at the top left of the Editor window.

**To Save a Preset -** Once a preset is loaded from the preset library and edited, you'll most likely want to save the preset to retain your changes.* To save the preset to your device's library, choose the **Save** or **Save As** option from the app's File menu, or click the Preset Save button 📭 that appears at the top of the Signal Flow panel (see page 14). Also see the next section for the option to export a preset to save it to your computer.

💡 **\*TIP:** Before editing a preset you may wish to first copy it to another location in the Presets panel, or export it, to be sure you have an original version of the preset.

# Importing and Exporting Preset Files

Presets that reside within your device are able to be exported to your computer as individual POD Go preset (.pgp) files, allowing you to create a vast collection of tones that can be imported back onto your device's internal preset library at any time.

**To Import a Preset File** - It is recommended to select an unused "New Preset" location within the app's Librarian panel and select the **File** menu (or the preset slot's right-click menu) **Import Preset** command. A brief dialog will inform you that importing will overwrite any existing preset within the selected location. Click **Yes** to continue. A system window will display a file browser for selecting the preset file you wish to import. Once imported, the preset will reside in your device's internal memory, within the selected preset location.

**To Export a Preset File** - Select the preset by single-clicking on it within the current setlist and click the **File** menu (or the preset slot's right-click menu) **Export Preset** command. Exporting creates a copy of the preset in its last-saved state from your device's memory and saves it to your computer. The familiar "save" window is presented, in which you can edit the filename and choose a destination folder.

# Renaming, Reordering, Copying, and Pasting Presets

These functions allow you to customize your presets within the setlist. Choose the **Edit** menu (or the preset slot's right-click menu) **Rename**, **Copy**, or **Paste** command and it will act upon the selected (highlighted) preset. For most commands, it is also possible to multi-select a number of presets by using Shift+click to select a contiguous set of presets, or Cmd+click (Mac) or Ctrl+click (Windows) to select a non-contiguous set. Read on for more ways to accomplish these preset tasks.

## Renaming a Preset

Click to select any preset within the setlist, then choose the **Rename** command and type in your new desired name.

## Reordering Presets

Click to select any preset within the setlist, then click and drag the preset vertically to place it in the new index position within the setlist. You'll see the other presets shift up/down accordingly.

## Copying & Pasting Presets

Click once on any preset within the setlist to select it so that it is highlighted. (Note that it does not need to be the currently *loaded* preset, just the highlighted preset).

Chose the **Copy** command to copy the preset to the clipboard. Then click to select the desired target preset location, which can be within the current or other setlist, and use the **Paste** command. Pasting a preset into a target location that is currently occupied will permanently overwrite the target location's preset.

> **NOTE:** Copy and Paste of presets and IRs between multiple POD Go Edit device app windows is not currently supported. However, you can use drag and drop for these actions! See the next section.

# Drag and Drop Presets

It is possible to drag and drop any preset (or multi-selected presets) directly from the Librarian panel to perform the following actions.

- **Import** - Drag a .pgp preset file from any computer folder and drop directly onto a presets slot to import it into the device's setlist. This import action replaces and overwrites the slot's existing preset.

- **Import and Load** - Dragging a preset from a computer folder and dropping it directly into the *currently loaded* preset's slot within the setlist, or dropping it directly into the Signal Flow window, will both Import the preset and load it as the new current tone, replacing the previous tone. (Note that if you drag and drop a preset into a slot *other than* that of the currently loaded preset, this will import the preset into the setlist, but will not load the preset.)

- **Export** - Drag one or multiple presets from the setlist and drop into any folder on your computer to export a copy of the .pgp preset file(s) there. (The preset is exported in its last-saved state.)

- **Reorder** - Drag to another location within the setlist to reorder the presets within the list as desired. When the preset is dropped into the new location slot, the surrounding presets are shifted upward or downward accordingly.

- **Copy Between Two Devices** - If you have multiple POD Go devices connected, it is possible to drag and drop presets between the multiple POD Go Edit device app windows' Presets panels, or directly into the Signal Flow, to copy presets between devices. Likewise, you can drag and drop IRs between POD Go Edit windows' IR libraries (as well as between POD Go Edit - HX Edit - Helix Native IR libraries) to copy IRs between them!

# Importing and Exporting Setlists

The Librarian panel allows you to instantly save the currently loaded setlist, including all its saved presets, to a POD Go setlist file (.pgs). This is very handy for making a backup of all presets within a setlist so that one setlist can easily be loaded back into your device in a single action (for example, you might only want to import an exported User setlist and keep your device's current Factory setlist intact, or vice-versa).

**To Import a Setlist** - Select the **Import Setlist** command. This will prompt you to ensure that you wish to overwrite and replace the currently selected setlist and the presets therein. Continue through the **Open** window to select the setlist you wish to import into your connected device.

**To Export a Setlist** - Select the **Export Setlist** command to display the Save As dialog, where you can optionally rename the setlist file and choose your save directory.

> **TIP:** Wanting to restore the Factory Presets & settings for your device? You can do so by performing a Factory Restore—please see your *POD Go Owner's Manual* for details (and remember to use POD Go Edit to *first* do a back up of your current presets!).

> **TIP:** Visit the line6.com/customtone site to share your tones and download from the huge online library of artist and user presets. Also be sure to visit the Line 6 Marketplace online shop for professionally crafted presets and IRs!

# IRs List

The Librarian's **IRs list** displays all Impulse Response files (along with respective index numbers in the left column) that currently reside on your POD Go device. Initially, this IRs list is empty, awaiting your import of Impulse Response files.

> 📌 **NOTE:** As of POD Go/POD Go Wireless firmware v2.00, an all new, improved set of Cab models have been added. This IRs List, however, still remains available to allow you to import and utilize your own 3rd-party IR WAV files for your POD Go device. See "Cab/IR Block Speaker Cabinet Models" on page 50.



IRs Folder

IR Index Numbers

Loaded IR

Selected IR

**The IRs list**

> 💡 *Helix, HX, and Helix Native Plugin Users:* Any IR files used with POD Go can also be used by all Line 6 Helix and HX devices, as well as the Helix Native plugin!

## What are IRs?

IRs (or Impulse Responses) that can be used in POD Go are audio files that are the result of capturing the sound of a test tone (frequency sweep) through a guitar or bass amp speaker cabinet, which has been deconvolved with the original tone signal. This represents the frequency response of the miked cabinet itself and can be used to simulate how it alters the sound. This is similar to a convolution reverb, but with a much shorter decay.

Choose the IR type category within the Cab/IR block to provide speaker cabinet simulation for your preset. Numerous companies now offer large selections of professionally recorded IR files that can be used in POD Go, or you can even do some research on how to record and create your own. Feel free to jump on your favorite guitar gear forums and join the ongoing, sometimes heated, discussions about the best and most realistic IRs, and methods to create them.

You can also find some IRs created using this convolution process to capture the properties of acoustic guitar bodies, guitar pickups, and other sources. These IRs can certainly be used in the POD Go IR block as well, to allow even deeper tone sculpting!

> 💡 **TIP:** You can also find a great selection of IRs, specifically created for POD Go and Helix family products, on the Marketplace—see page 38.

## IR Formats and Restrictions

The following IR file types are supported.

- **Helix Impulse Response (.hir)** - This is the proprietary Line 6 IR file format. IRs purchased through the Line 6 Marketplace are of this file type and supported by Line 6 Helix/HX devices, Helix Native plugin, as well as POD Go. (Please also see "Marketplace & Account Options" on page 38.)
- **WAV (.wav)** - Most IR producers and vendors typically offer IRs in the .wav format. It is possible to import a mono or stereo .wav file IR, regardless of its bit depth, length, or sample rate frequency. While this is very convenient, please be careful to import only .wav files created specifically for use as IRs, not just any audio .wav file, or you may experience unexpected sonic results.

## Importing and Exporting IRs

To access the IRs stored on your POD Go device, click on the IRs folder at the top of the Librarian panel. Here you'll see a list of up to 128 IR locations and their index numbers. You'll want to import all IRs you plan on utilizing within your presets into this IRs library list.

> 📌 **NOTE:** Premium IRs purchased from Marketplace are also imported & exported using the following steps. It is required that you have authorized your computer and that you are signed in to your Line 6 account in POD Go Edit to initially import or export them. Once imported into POD Go Edit, no active Internet connection is necessary to utilize your Marketplace IRs. Please see for "Marketplace & Account Options" on page 38 details.

**To Import an IR**, first select the desired index location in the application's IRs list and, from the **File** menu (or IR slot's right-click menu), choose **Import**. Select the desired IR file you wish to load onto your device. It is also possible to select multiple IR files and all will be imported in one action.

**To Export an IR**, first select the desired index location in the application's IRs list and choose **Export** from the **File** menu (or IR slot's right-click menu.

You can also drag and drop to and from the IRs list to export and import IRs—see the following section.

> 📌 **NOTE:** When exporting IRs from the POD Go Edit IRs list, any Marketplace-purchased IR is saved to your computer as a Helix IR (.hir) type file. The .hir files are proprietary to Line 6 products, and licensed to you via the Line 6 Account on which you purchased them. Any IR that was originally imported as a .wav file is exported as a .wav file.

> 💡 **TIP:** Use the File menu's **Create Backup** & **Restore From Backup** options to create a backup of your IRs list's contents and restore from the backup at any time—see "Creating & Restoring Complete Device Backups".

# Premium Marketplace IRs

If you've purchased and downloaded premium IRs from the Line 6 Marketplace (see page 38), you must be signed in to your Line 6 account within POD Go Edit, which authorizes your computer to allow POD Go Edit to initially import or export these IRs (as well as for the restore of any backup that includes premium IRs).* Marketplace premium IRs are proprietary to Line 6 POD Go and Helix family products, and are of the .hir file type.

> 📌 *NOTE: Once you've initially imported your Marketplace assets to sync their licenses with your account, you don't need to have POD Go Edit actively signed in to use them—and it is not necessary to even be connected to the Internet once your computer has been authorized. Please see "Authorize / Deauthorize Your Computer" on page 40.

Premium Marketplace IRs are otherwise able to be utilized just like any of your other IRs within the IRs library. When imported, these premium Marketplace .hir IR files are indicated by guitar pick "badges" to their right.



Premium Marketplace IRs are indicated with golden guitar pick badges

# Renaming, Copying, Pasting & Clearing IRs

These actions can be performed by selecting their respective commands from the **Edit** menu. You can also right-click to choose these options from any IR index slot's context menu (or use the app's "Keyboard Shortcuts").

## Drag and Drop IRs

There are several drag and drop options to import and export single or multiple IR files between your computer's directories and POD Go Edit, as listed below.

- **Import** - Drag one or more IR files from your computer folder directly into the IRs list. When multiple files are being dragged in, they are imported starting with the selected IR index slot.
- **Export** - Select one or more IR index locations and drag from the IRs list directly to your computer to export the IR files to the selected hard drive folder.

> 📌 NOTE: When exporting IRs from the POD Go Edit IRs list, any Marketplace-purchased IR is saved to your computer as a Helix IR (.hir) type file. The .hir files are proprietary to Line 6 products, and licensed to you via the Line 6 Account on which you purchased them. Any IR that was originally imported as a .wav file is exported as a .wav file.

- **Copy** - It is also possible to drag and drop IRs *within* the IRs list to create a copy of the IR in a new index location.*

> 📌 *NOTE: There are no options offered to move or reorder IRs in a single operation. Use the Copy, Paste, and Clear functions to rearrange IRs within the IRs list as needed. (Also see the following "IR File Reference" section.)

- **Copy Between Two Devices** - If you have multiple POD Go devices connected, it is possible to drag and drop IRs between POD Go Edit windows' IR libraries (as well as between POD Go Edit - HX Edit - Helix Native IR libraries) to copy IRs between them!

# Loading an IR in an IR Block

Once imported IR files into the IR Library, the easiest way to load an IR into your current preset is to simply click on the IRs folder icon to display the IR Library, then double-click on the desired IR within the library list. This automatically changes the Cab/IR block to the IR category within the Signal Flow (if it is not already), and loads the selected IR file within it.



Double-click on any IR within the IRs list to load it in the IR block

If you select the Cab/IR block directly within the Signal Flow and then choose the IR category, it initially defaults to referencing the IR that resides within the #1 IR index location. (If you have not yet imported any IR file into the referenced index location, the "empty" IR block has no audible effect on the signal.)

> 📌 NOTE: The use of an IR block requires a higher amount of Digital Signal Processor (DSP) usage as compared to a standard Cab model. An IR cannot be loaded if your preset encounters the DSP limit—please see "DSP Management & Model Availability" on page 26.

To load an IR using the IR block's Edit panel options, select the IR block within the Signal Flow, then in the **Edit** panel, use the **IR Select** parameter slider (or its menu button at the right) to select IR index number (1-128) that includes the desired IR. Please also see "IR File Reference" for additional behaviors.
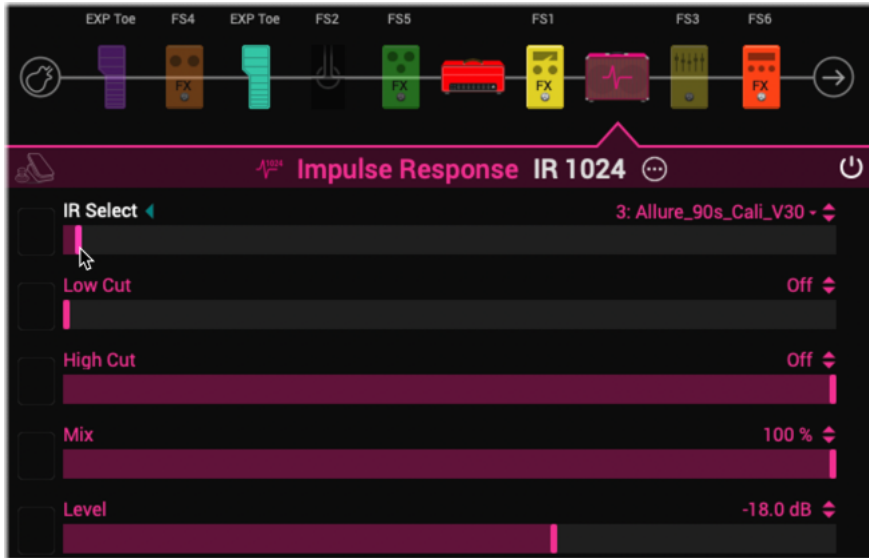


Choosing an IR by its Library (1-128) index number within the Editor

You can use the other IR block parameter sliders in the Edit panel to further shape the IR's tone (Low Cut, High Cut, Level, etc.)—also see "Editing Model Parameters" on page 23. Once done selecting an IR and its parameter options, be sure to save the preset to retain your IR block settings.

Whenever you load a preset where its IR block references an empty IR index location, or if the originally associated IR file that was last saved with this preset can no longer be found within your IR library list, a pop-up is displayed to alert you.
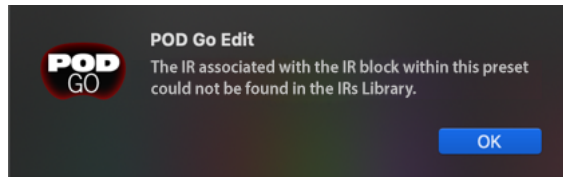


Empty or missing IR alert pop-up

To avoid seeing the above alert, the best practice is to always make sure to load an actual IR for your IR block (rather than leave the block assigned to an "Empty" IR slot), then save your preset. Also, see the next section.

# IR File Reference

Once the preset's IR block is configured to utilize an IR index slot that includes an imported IR (.wav or .hir) file, and the preset is then saved, the preset creates a "reference signature" to the imported IR from its file name. Likewise, if you set the IR block's current settings as the User Model Default (see page 25), the IR block also creates a reference to the specific IR file within your IR library. Therefore, if you happen to re-import your IRs into different slots within the IR library list, your preset (or IR User Model Default) will still intelligently reference the originally associated IR file, even though it now resides in a different IR Library index location. The following behaviors apply:

- If you **clear** or **replace** the IR file within the IR index slot for which the preset's IR block is configured to use, upon the load of the preset or User Model Default IR, the IR block will first attempt to locate another instance of the missing, associated IR file. If the original IR is not found within the IRs list and automatically utilize it and its residing index slot.
  - If the configured IR index slot is currently empty, you'll be alerted that the IR block's associated IR file cannot be found (see previous section). The IR block continues to utilize the same (now empty) IR index slot. You'll want to configure the IR block to utilize an occupied IR index slot (or import an IR into the currently referenced slot) and save the preset.
  - If the original IR file is cleared from the Library and the IR index slot now includes a different IR file, you'll be alerted that the associated IR cannot be found, and the IR block utilizes this new IR file within the configured index slot. You'll need to save the preset with this reference to the new IR (or configure the IR block to use a different, occupied IR slot—or recreate the IR block's User Model Default) to avoid seeing the alert pop-up on future loads of the preset.

- Once an IR block is configured with an IR Library index selection, and the preset saved (or an IR User Model Default created), the IR (.wav or .hir) file retains this reference signature when exported from the library—thus, even if you import the exported IR file again into any index slot within your IRs Library, the saved preset's IR block will still be able to locate and utilize it.

Yes, the above rules all sound a bit complicated. But in typical use, all this really means that if you happen to move your IRs around in the IR Library list, your saved presets will not lose their links to them!

📌 **NOTE:** We highly recommend using the **Create Backup** feature within POD Go Edit to make it easy to restore your complete preset and IR libraries (see page 18). Immediately after performing a **Restore From Backup**, it is also best to power your device off and on again for best preset performance and IR file reference functionality.

# Working in the Editor

The **Editor** portion of the POD Go Edit user interface consists of the **Signal Flow** and **Edit/Model Select** panels. The **Signal Flow panel** is where you'll see the signal path for your currently-loaded preset, appearing much like the Home - Edit screen of your POD Go device. The lower **Editor** portion of the window contains the, **Edit/Model Select panel**, and the Edit panel's **Bypass/Control inspector**, all of which allow you to select models, tweak parameters, configure bypass & controllers assignments, and more. Regardless which of these panels you have displayed, the current preset's **Name Field, Save**, **Snapshots, Undo,** & **Tempo** options are always available at the top of the Editor. Additionally, there is a dedicated window for the **Global EQ** (see page 35), accessible from the application's **Window** menu. If you have not already done so, be sure to read through the in-depth information in your device's Owner's Manual to get an understanding of the features we'll be covering in the following sections.
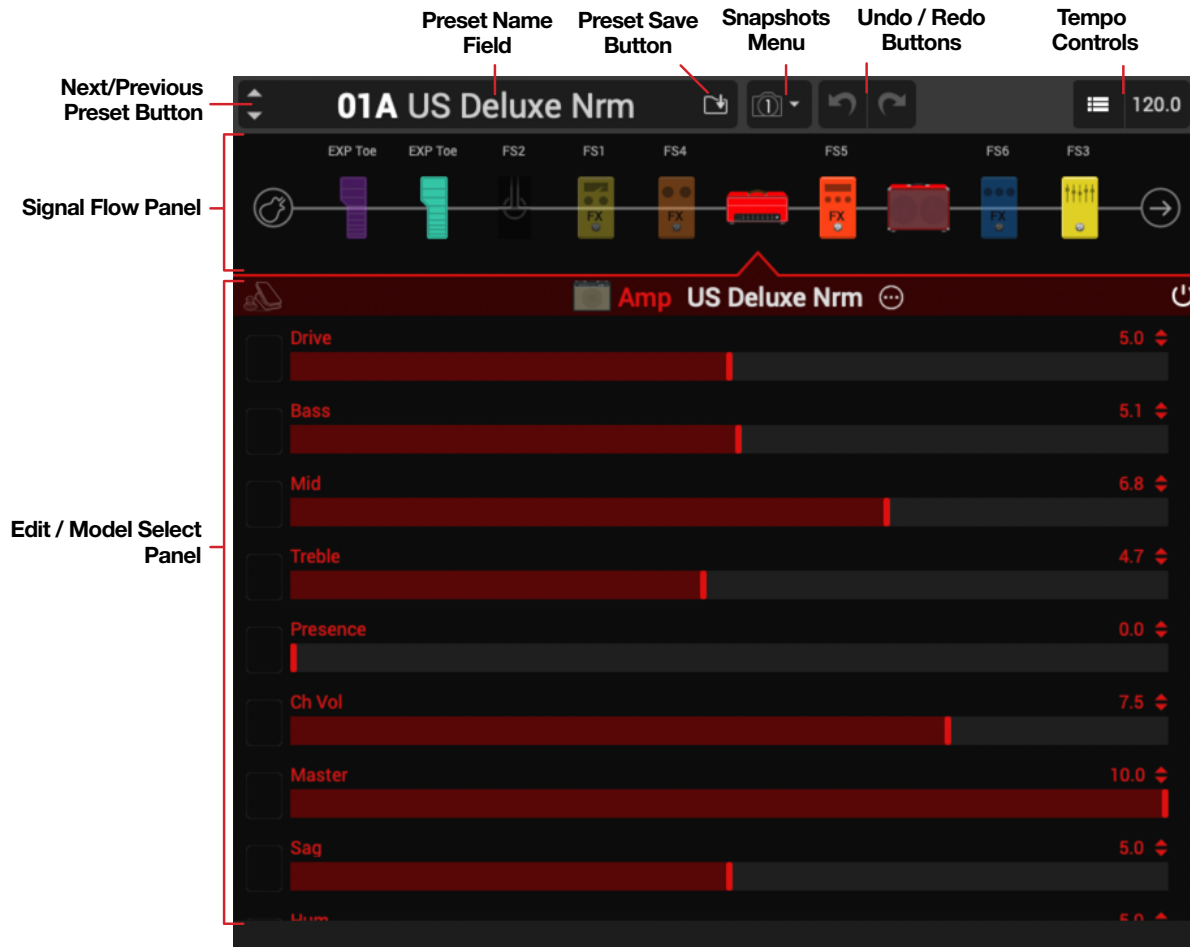


The Editor portion of the POD Go Edit application (Edit panel displayed)

# Naming & Saving the Preset

The **Preset Name** field at the top of the Editor displays the title of the currently loaded preset. Click directly on the text here to optionally rename the preset.

The **Preset Save** button at the right of the Preset Name field launches the **Save To Setlist** window, where you can optionally re-title the preset and choose the desired setlist (Factory or User) and preset location (01A - 32D) to save the currently-loaded tone, overwriting the preset that resides within the selected location. (The currently loaded preset is selected by default—you can overwrite it simply by clicking the Save To Setlist window's **OK** button.)



The Preset - Save To Setlist window

Alternatively, you can choose the **Preset Save** or **Preset Save As** command from the **File** menu. As covered in "Factory & User Setlists" on page 8, there are also the Librarian panel options, **Copy** and **Export**, to create & store copies of your presets.

> 💡 **TIP:** If you're just wanting to save the current preset within its existing setlist location, it is fastest to use the Command+S (Mac) or Ctrl+S (Windows) keyboard shortcut.

# Configuring & Managing Snapshots

Your device offers the ability to configure the four snapshots within a preset, allowing you to recall a customized set of options for your current blocks instantly, without the brief lag time associated with changing presets! A snapshot is capable of storing the bypass state of any block, up to 64 assigned parameter values, tempo settings and more (please see the *POD GO Owner's Manual* for specifics).

There are two ways to select a snapshot within POD Go Edit: by clicking on the Snapshots (camera icon) menu at the top of the Editor, or by using the commands within the application's Snapshots menu.

To edit its settings, select the numbered snapshot you want as your destination, then configure the desired block and signal flow options that you wish to be stored and recalled with this snapshot.*



The Editor Snapshots menu    The menu bar's Snapshots menu
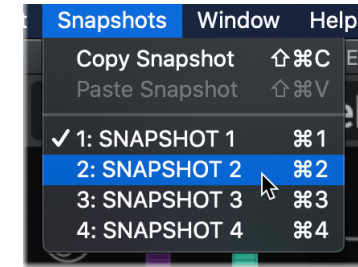
> 📌 **\*NOTE:** You can use your device's **Global Settings** > **Preferences** > **Snapshot Edits** to choose between **Recall** (automatically stores your changes to the current snapshot) versus **Discard** (does not store changes to the current snapshot).
>
> The camera icon within the Editor's Snapshots menu is displayed in red ⓘ when the hardware's option is set to **Discard.**

Once your desired destination snapshot has been selected, use the following steps to configure your settings.

## To Store a Block's Bypass State Per Snapshot

Click on the Bypass button above any block within the Signal Flow and set your desired bypass state for the block (or you can toggle the block's Bypass button within the Edit panel). Any amp or effects block's Bypass state will, by default, be remembered and recalled per snapshot.

If you prefer to exclude a block from being controlled by snapshots, select the block and set the **Snapshot Bypass** option from the block's right-click menu to "Off" (so that no check mark appears at the left of the menu option). Choosing the Snapshot Bypass option from the menu again (so that the check mark appears at the left of the menu command), returns the block to the default snapshot behavior.
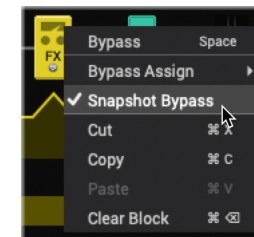


The Block - Snapshot Bypass option

### To Store a Parameter's Value Per Snapshot

To store any block parameter's value per snapshot, it is first necessary to create a snapshot controller assignment for the parameter (other than for the Bypass parameter - see preceding section). Whatever specific value you set the parameter to is then remembered and recalled per snapshot for the snapshot-assigned parameter. There are a few ways to create a snapshot assignment within POD Go Edit (also see "Creating a Controller Assignment" on page 31).

In the following example, we're creating a snapshot assignment within the Edit panel for the Amp block's **Drive** parameter.

1. Double-click on the Amp block within the Signal Flow to select it and display its parameters within the Edit panel below.

2. Left-click on the assignment indicator area to the left of the Drive slider (or right-click directly on the slider) within the Edit panel to the display the **Select a controller** panel.

> 📌 **NOTE:** If the parameter you are configuring already has an existing footswitch or EXP pedal assignment, you'll see its icon displayed in the assignment indicator area, left of the parameter. You can still click on it to display the Select a controller panel, and make a Snapshots assignment, but this will *replace* the existing assignment.

3. Click on the **Snapshots** Controller selector to create the assignment, and close the Select a controller panel.
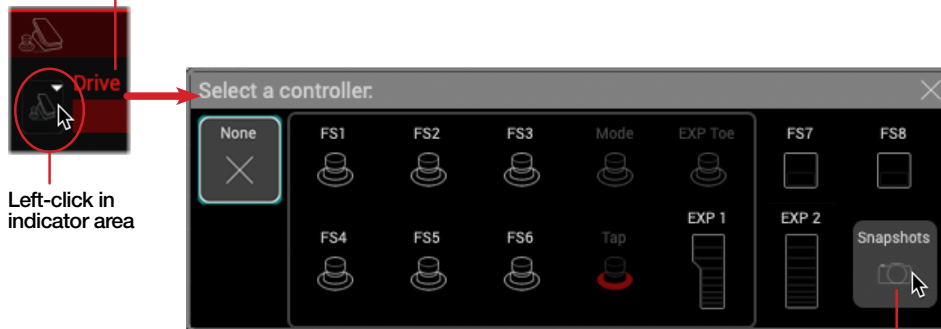


Creating a snapshot assignment via the Select a controller panel

> 💡 **TIP:** Even quicker... Hold the Alt/Option key and left-click on the Drive parameter to instantly snapshot-assign it (or to remove an existing snapshot assignment)!

4. Load the desired snapshot (see page 14) and set the Drive slider to the value you wish to be stored with this snapshot. (Note that the camera icon is displayed to the left of the Drive slider now to indicate the parameter is snapshot-assigned.) These stored values are recalled when jumping from snapshot to snapshot, and appear as you *last left them* per snapshot.

5. Repeat the last step with up to all 4 snapshots, setting the desired Amp - Drive parameter value differently as desired for each.

Optionally, repeat the above steps to create snapshot assignments for additional parameters, allowing all to have your determined values recalled per snapshot! Each preset can have up to 64 controller assignments, including parameters controlled by Snapshots. **Remember to save your preset to retain your snapshot settings.** Please also see "Bypass & Controller Assignment" on page 27 for more info.

### To Remove a Snapshot Assignment from a Parameter

If you wish to stop an assigned parameter from responding to snapshot changes, repeat the above steps and simply choose the **None** button within the Select Controller panel to remove the snapshot assignment from the parameter.

> 📌 **NOTE:** To exclude a block's bypass state from being recalled via snapshot, use the Snapshot Bypass option - see "To Store a Block's Bypass State Per Snapshot" on page 14.

## Copying & Pasting Snapshots

The **Copy** and **Paste Snapshot** commands are available within the app's main Snapshots menu. Or, right-click on the Edit panel's (camera button) Snapshots menu to access these commands.
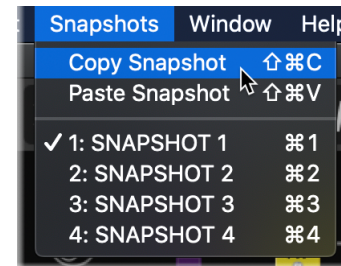


The main Snapshots menu                    The "camera" icon Snapshots right-click menu
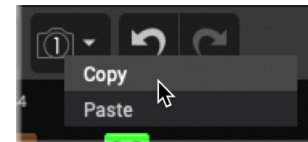
**To Copy & Paste a Snapshot** - It is possible to copy all the settings of one snapshot and paste them to another snapshot within the same preset, which can be a big time-saver if you just want to make a few changes per snapshot. Select and load the snapshot you wish to copy and select **Copy**. Then select and load the target snapshot you wish to overwrite and choose **Paste** to paste the clipboard contents.

> 📌 **NOTE:** The action of pasting a copied snapshot is not tracked by the POD Go Edit Undo / Redo feature (see next section).

> 📌 **NOTE:** Remember that you'll need to **Save** before switching to another preset to retain your edited snapshot settings within the current preset! The snapshot that is in use when you save your preset is the one that is recalled when the preset is loaded again.

# Customizing Snapshot Names & Footswitch LED Colors

Instead of having to remember the difference between "SNAPSHOT 1" and "SNAPSHOT 2," it's helpful to rename your snapshots something descriptive, such as "INTRO," "VERSE," "GTR SOLO," etc. It can also be useful to customize your POD Go device's footswitch LED colors so that they are also more descriptive when in the snapshot footswitch mode.

## Renaming a Snapshot

1. Click on the toolbar's Snapshot Menu to access your four Snapshots.

2. Hover your mouse cursor over the top right of the desired Snapshot within the expanded menu, click the menu button ⬚ that appears, and choose **Rename**.

   Here we're renaming our "SNAPSHOT 2" to "GTR SOLO," for example.
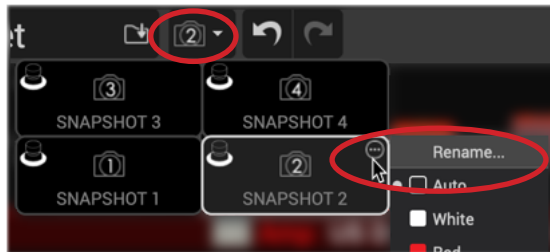


Renaming a snapshot label

3. Type in the desired text, then hit your ENTER key to accept the new name.

   💡 **TIP:** Even quicker... You can double-click directly within the name field of any snapshot in the expanded menu to edit its text, then hit ENTER to accept the new name.



You'll see your new name appear on your POD Go device when it is in Snapshot Footswitch Mode (as well as reflected within the app's Snapshot Menu when you next expand it).

## Changing a Snapshot's Footswitch LED Color

By default, all snapshot footswitch LEDs are set to **Auto** color, which is white for snapshots. You might prefer to choose different colors to "color code" them—or choose **Off** if you prefer no lit LED at all.

1. Click on the toolbar's Snapshot Menu to access your four Snapshots.

2. Hover your mouse cursor over the top right of the desired Snapshot within the expanded menu, click the menu button ⬚ that appears, and select the new color.
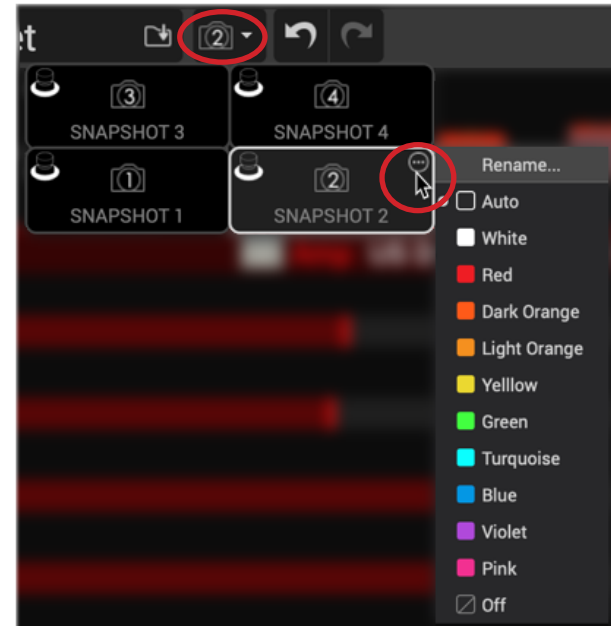


Customizing a snapshot's footswitch color

You'll see your new footswitch LED color appear on your POD Go device when it is in Snapshot Footswitch Mode (as well as reflected within the Snapshot Menu when you next expand it).

💡 **TIP:** You can also independently customize the footswitch labels and LED colors for your POD Go's Stomp Mode assignments—see "Customizing a Footswitch's Label & LED Color" on page 33.

# Undo / Redo

The POD Go Edit application supports Undo and Redo for most editing actions within the Signal Flow and Edit panels of the current preset, whether the edits are made within POD Go Edit or directly on the connected hardware, accessible via the **Undo** and **Redo buttons** at the top of the main window (or from the **Edit** menu).* Your Undo / Redo history is retained until you load a different preset, exit the application, or disconnect or power off your connected POD Go device.

📌 **\*NOTE:** Also see "Software Edits vs. Hardware Edits" on page 17 for additional behavior details.



The Undo and Redo buttons

**Undo is available for most actions performed within the Signal Flow and Edit panels within POD Go Edit, including:**

- Parameter changes
- Snapshot selection
- Block category and model changes
- Signal path changes (block bypass states, moving blocks, etc.)
- Hardware edits and edit actions performed via external controller and USB MIDI CC & PC messages (see "Software Edits vs. Hardware Edits" on page 17)

**Actions that are not available for Undo/Redo include the following:**

- Tempo changes
- Actions performed within the Presets/IRs Librarian panel (e.g., changing setlists, loading a different preset, importing, reordering, pasting presets or IRs, etc.)

📌 **NOTE:** The application's Undo history is cleared whenever a different preset is loaded .

Adding, editing, customizing, and removing snapshot, bypass, and controller assignments

📌 **NOTE:** Note that when Undo restores the removal of a model that includes assignments, in most cases, these assignments are restored with the model, but in some cases may not be able to be retained.

- Pasting a copied snapshot
- Changes to any settings within the POD Go Edit Preferences and Global EQ windows

📌 **NOTE:** The Undo button and Edit menu command remain unavailable (dimmed) until an undo-able action is performed. Likewise, Redo remains unavailable until an Undo action is applied

# Software Edits vs. Hardware Edits

**EDIT** actions performed within the POD Go Edit application (or "software edits") are tracked individually for Undo / Redo. For example, if you adjust a POD Go Edit parameter slider, move a block, and then change a block's model, these actions are reverted individually—one action per each click of Undo.

**EDIT** actions performed directly on your connected device and via footswitch/pedal controller (or "hardware edits") are aggregated into a separate, single undo-able action within the Undo history. Therefore, if you perform a number of hardware edits and then choose Undo, *all* such edits are reverted in one click of Undo. Likewise, selecting Redo after performing an Undo of several hardware edits restores all the hardware edit changes in one click of Redo.

# Editing the Tap Tempo

There are a few options available for configuring the tempo, accessible from the **Tempo Controls** at the top of the Signal Flow window. Any of the current preset's effect models set to note division values will follow this Tap Tempo value. (Note Sync mode is available for most delay and modulation effects—see page 23.)
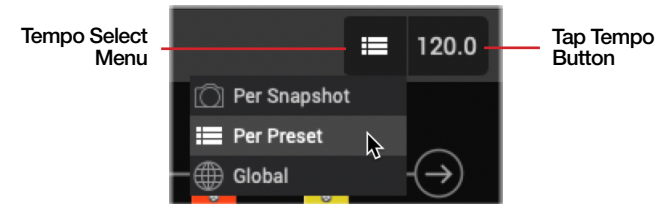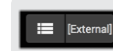


The Tempo Controls

## How the Tempo Value is Recalled

Use the **Tempo Select menu** to choose how the tempo value is saved and recalled (this is the same option found in your POD Go hardware's **Global Settings** > **MIDI/Tempo** screen):

- **Per Snapshot** - The tempo value is stored and recalled individually per snapshot for the current preset.
- **Per Preset** - The tempo value is stored and recalled individually with this preset.
- **Global** - The tempo value is used for all presets (any tempo value saved with a preset or snapshot is ignored).

📌 **NOTE:** Your POD Go device's tempo can also be configured to follow MIDI Clock from an external (computer software - USB) source, accessed from within your device's Global Settings > MIDI/Tempo screen.

When your device is actively following MIDI Clock, all options for the Tempo Controls are disabled and the Tempo value displays as "[External]."

## Entering a Tempo Value

To enter a value, click on the **Tap Tempo button** rhythmically, or right-click directly on the Tap Tempo button and type in your desired numerical value.
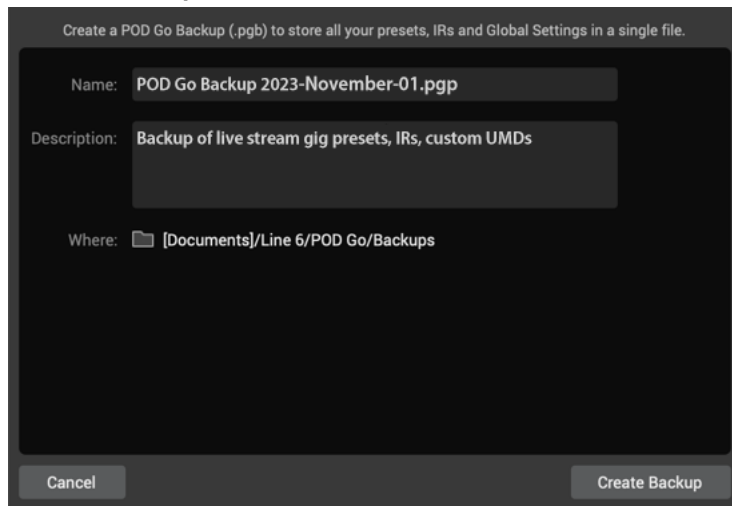
# Creating & Restoring Complete Device Backups

Use the File menu's **Create Backup** and **Restore From Backup** commands to create complete backups of your POD Go device's current Global Settings, IRs, Presets, and User Model Defaults, and easily restore them back to your device at any time. All presets are backed up from their last-saved state, therefore, be sure to save your currently-loaded preset before creating your backup to include its current settings.

> 📌 **NOTE:** If you have purchased and imported Marketplace premium IRs, your computer must be in the Authorized state to be able to use the Create Backup and Restore From Backup features, if the backup includes Marketplace premium assets. See "Authorize / Deauthorize Your Computer" on page 40.

## To Create a Backup

Select the **Create Backup** command from the File menu to launch the window.



The Create Backup window

**Name** - Your backup file is automatically named with "POD Go Backup" and the current date. Optionally, you can click directly on the file name here and edit it as desired.

**Description** - Optionally, type in some descriptive notes about this backup. All text added here is saved with your backup, and viewable during the Restore From Backup process.

**Where** - By default, your Backup file (.pgb) is saved to the following directory on your computer:

- **Mac** - /Documents/Line 6/POD Go/Backups folder
- **PC** - \My Documents\Line 6\POD Go\Backups folder

If you wish to save to a different folder, click the folder button and browse to select your preferred disk location.

Click **Create Backup** and you'll see the progress of your backup being created, and a message once completed successfully (or click **Cancel** to exit without creating a Backup).
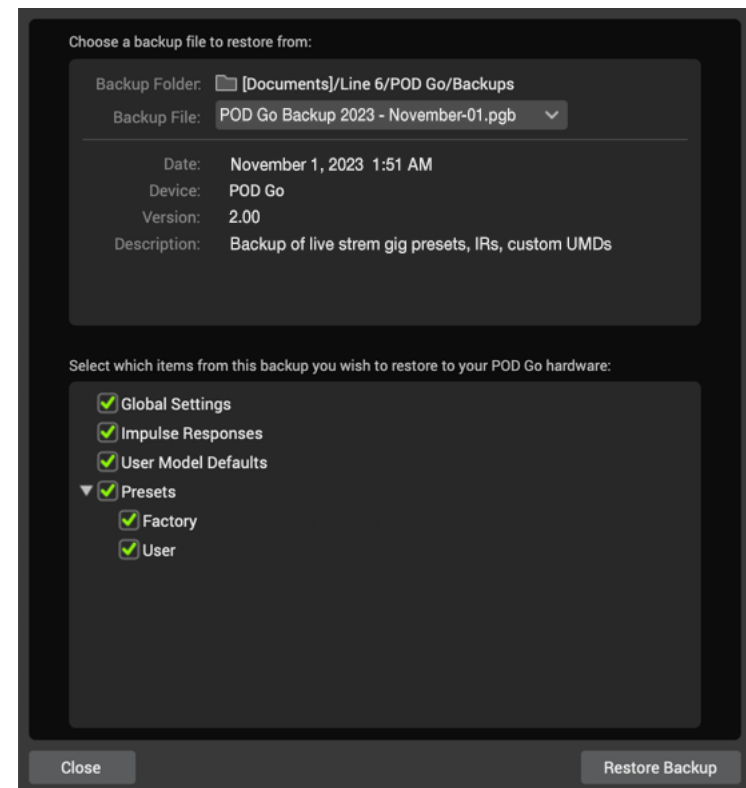
You can repeat the above steps at any time to create as many individual backups as you like. All backup files are then available within the Restore From Backup window.

> 💡 **TIP:** It is highly recommended to create a full Backup before installing device firmware, and to perform backups regularly to make sure you always have copies of your tones, IRs, and settings!

## To Restore From a Backup

Select the **Restore From Backup** command from the File menu to launch the window.

> 📌 **NOTE:** It is supported for a Backup file created from a POD Go or POD Go Wireless to be restored on either type of device. Please also see "POD Go and POD Go Wireless Preset Compatibility" on page 4.



The Restore From Backup window

**Backup Folder** - The default or most-recently used Backup folder is selected here. If you want to find a backup file in a different folder, click the folder button to browse to the desired location.

**Backup File** - By default, the most recently created Backup file is selected. All compatible Backup files that you created within the currently selected directory are selectable here. When you select a backup file, the following information is displayed so you know the details about the backup before you choose to restore from it.

- **Date:** The creation date of the backup file.
- **Device:** The specific type of device this backup was created from (POD Go or POD Go Wireless).
- **Version:** The firmware version installed on the device when the backup was created.
- **Description:** Any notes entered within the Description field when the backup was created appear here.

**Items to Restore** - In the lower pane, select the individual items you wish to be restored from the selected backup file: Global Settings, IRs*, User Model Defaults, and Presets. Whichever items you select here will be restored, overwriting those currently on your device.

📌 **\*NOTE:** If your backup includes premium Marketplace IRs within its IRs library, you'll need to be Signed In within the POD Go Edit application to allow the Marketplace-purchased IRs to be restored. Please see .

💡 **TIP:** Note that by clicking on the arrow to the left of the Presets checkbox, you can expand the option (as pictured above) to individually choose whichever setlist(s) you want to restore from the selected Backup!

3. Click **Restore Backup** and you'll see the progress of the restore process, and then a pop-up message once completed successfully (or click **Close** to exit without restoring). *Do not disturb the POD Go Edit application or device until the Restore process is complete.*

   You can repeat the above steps at any time, and select any available POD Go or POD Go Wireless Backup file stored on your computer.

# Signal Flow Panel

The Signal Flow panel allows you to directly access all blocks within your preset and configure your signal path routing simply by clicking and dragging. Once you select any block within the Signal Flow, the **Edit panel** below provides access to all its editable parameters. The options offered here are essentially the same as found on your connected POD Go device's Home - Edit screen, making editing very straight-forward.
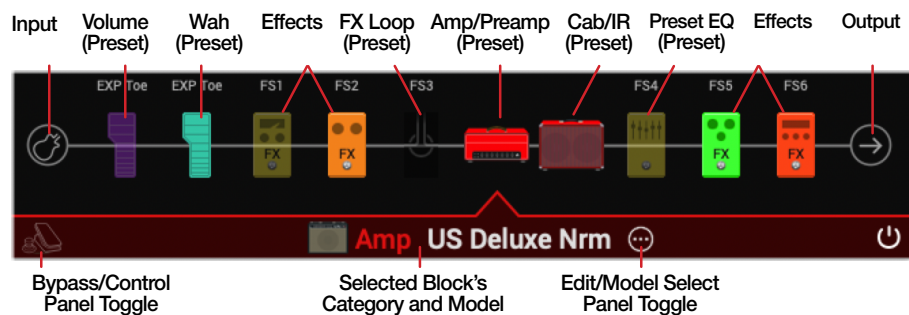


The Signal Flow panel (Amp/Preamp block selected)

## Block Types

The signal path of all POD Go presets include a combination of "Preset" and "Effects" blocks, as well as **Input** and **Output** blocks. It is important to understand the functions of these block types and their behaviors, as covered below. Also see "Model Lists" on page 41 for the lists of all models by category.

## Preset Blocks

Whenever you load any preset, you'll see that it always includes a common set of **Preset blocks** within the Signal Flow. These blocks include a dedicated model category type or function, as described below. Even when loading a "New Preset," it already includes these pre-configured Preset blocks, as well as the four empty Effects blocks, and an Input and Output block.

Note that all blocks (other than the Input and Output) can be moved left/right within the Signal Flow, and can be bypassed/enabled, but Preset blocks are never "empty" and offer a limited category of models. Please also see your *POD Go Owner's Manual* for more details about block and model types.

**Volume** - By default, this block is set for the **Volume Pedal** model—you can alternatively change the model to **Gain**, **Pan**, or **Stereo Width**. The EXP 2 pedal is auto configured to control the Volume's "Position" and the Pan's "Pan" parameters and the block's Bypass is initially auto-assigned to the onboard pedal's Toe Switch.

**Wah** - Select your favorite Wah model and have at it. By default, the Wah block's Position parameter is auto-assigned to the EXP 1 pedal and its Bypass assigned to the onboard pedal's Toe Switch.

> **TIP:** These pre-existing EXP pedal and Toe Switch assignments can be customized as desired—see "Bypass & Controller Assignment" on page 27.

**FX Loop** - Utilize the **Send** and **Return** jacks on your POD Go device to connect to and from external gear, and this block provides control over panning and levels. You can choose a Mono or Stereo FX Loop type block to match your jack routing, as well as bypass or enable the block as desired.* By default, the FX Loop block's Bypass is assigned to Footswitch 2.

> **\*NOTE:** It is also possible to configure your Return jack as an Aux. Input, with the device's **Global Settings > Ins/Outs > Return Type** parameter. When the **Return Type** parameter is set to **Aux In**, signal throughput from all inputs other than the Return jack is muted when the FX Loop block is enabled (and the Aux in itself remains active regardless of the FX Loop block's bypass state).

**Amp/Preamp** - Choose any Amp or Preamp model type, or bypass the block.

> **TIP:** POD Go includes a dedicated Amp Out jack, for which you can route a separate output signal taken from just before the Cab/IR, or from the end of the signal flow, as configured in the device's Global Settings>Ins/Outs.

**Cab/IR** - Choose any Speaker Cabinet model, or select the IR category to utilize IR files that you've imported into your IR Library - see "IRs List" on page 10.

**Preset EQ** - This yellow block is a dedicated EQ. By default, the Parametric EQ model is loaded here (and in the bypassed state), but you can optionally choose to load one of the several other EQ category model types within this block. By default, the Preset EQ block's Bypass is assigned to Footswitch 1.

> **TIP:** Need more EQ? You can optionally utilize any of the four Effects blocks to load EQ category models too.

> **NOTE:** All Distortion, Dynamics, Pitch/Synth, Amp/Preamp, Cab/IR, FX Loop, and Looper category models (whenever the "Mono" type FX Loop or Looper is in use) are mono. Any stereo block that is positioned to the left of one of these mono blocks will result in its output being summed to mono when fed into the mono block. Therefore, for your stereo effects to be heard in full stereo, you'll want to position them to the right of all mono blocks in the signal path. Bypassed blocks do not collapse any stereo signal fed into them.

## Effects Blocks

Clicking on any of the four **Effects blocks** allows you to choose from any category of effects or a Looper. Regardless of the model type selected, Effects blocks can always be moved and toggled between bypassed or enabled. When an Effects block is set to **None** (or cleared), the signal passes through it unprocessed.

> **TIP:** An Effects block utilizes DSP power on the device when active or bypassed, but utilizes no DSP if set to None. Also see "DSP Management & Model Availability" on page 26.

## Input and Output Blocks

Clicking on the **Input** and **Output blocks**, just like other block types, displays their parameters within the Edit panel below, and most parameters can also have controller and snapshot assignments created on them. Input and Output blocks are not movable within the Signal Flow.

Just as on your device itself, you can choose the desired Input and Output block settings, and they are saved per preset. See your device's *Owner's Manual* regarding the Guitar, Wireless, and USB input types and their uses.

> 💡 **TIP:** Note that the Input block includes options for a Noise Gate circuit (On/Off, Threshold, and Decay)—this Gate circuit is located at the input stage of the signal path, and its settings are saved per preset.

## Moving Blocks

To move blocks within the signal path, simply click and drag any block left/right to its desired location on the signal path and drop it there. As noted in the preceding sections, you'll want to take note of mono and stereo blocks and arrange your blocks accordingly to achieve the desired mono/stereo output from your device.

## Bypassing Blocks

To toggle the bypass of any Preset or Effects type block - do any of the following:

- Hover your mouse cursor over a block within the Signal Flow and use the **Bypass** button 🔘 that appears above the block.
- Right-click on the block and choose **Bypass** from the context menu.
- Click on the desired block to select it, then use the **Bypass** button within the Edit tab.
- Click on the desired block to select it and hit the Spacebar.
- A block's bypass state, by default, is also stored and recalled with each Snapshot (see "Configuring & Managing Snapshots" on page 14).

## Copying, Pasting, & Clearing Blocks

Once you've selected the desired block within the Signal Flow, these commands are accessed either from the menu bar's **Edit** menu, or from a block's (right-click) context menu (or via keyboard shortcuts—see page 55).
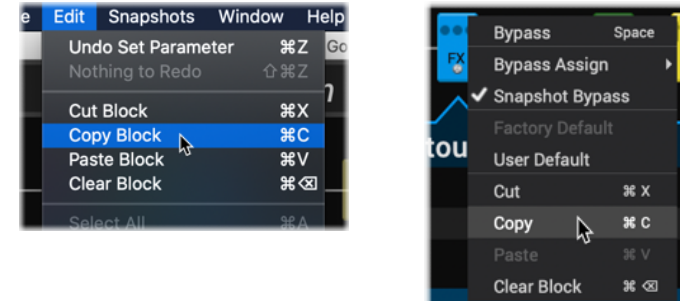


Block Cut, Copy, Paste & Clear commands are available in the Edit menu or block's context menu

Use the **Copy Block** command for any type of block, and then select the **Paste Block** command to paste it, with all its current settings & assignments, into the same or different block location, with the following results.

- **Preset**, **Input**, and **Output** type blocks can be copied and then pasted only back into the same block type. For example, you can Copy your current Amp/Preamp (Preset) block to capture all its settings, experiment with other Amp/Preamp models and settings, and then Paste back into the Amp/Preamp block to "restore" your copied model and settings again.
- **Effects** type blocks can be copied and then pasted into any other Effects type block.
- Since only one **Looper** can exist within a preset, a Looper block can be copied, but only pasted back over the existing Looper block, or pasted into another Effects block if the original Looper block is first cleared.

> 💡 **TIP:** A block can also be copied and then pasted into a different preset!

The **Clear** commands are handy to "reset" any of the four Effects blocks.

- Select any Effects block and use the **Clear Block** to remove the block's model and set it to **None**. Alternatively, use the "**X**" button that appears when you hover your mouse cursor over an Effects block to clear it.
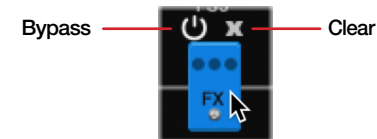


Bypass ———— Clear

When hovering over a block, you'll see its Bypass and Clear buttons appear

> 📌 **NOTE:** Preset type blocks cannot be cleared, therefore, you'll see only a Bypass button appear when hovering over any Preset type block.

# Bypass Assignment Indicators

The labels floating above some blocks within the application's Signal Flow indicate when block has an existing bypass assignment, and which footswitch it is assigned to—as well as offers access to quickly create and edit footswitch and EXP pedal bypass assignments.
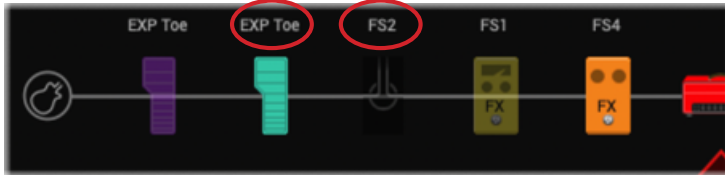


Bypass assignment indicators

For example, in the preset above, the Wah and Volume blocks' bypass is toggled via the pedal's toe footswitch (**EXP Toe**), the FX Loop block by footswitch 2 (**FS2**), etc.

When you hover your mouse cursor over this indicator area of a block, you'll see a menu button appear (white down arrow), letting you know you can click in this area to display the Bypass Assign panel - see the next section. For any block that does not have an existing bypass assignment, if you hover your mouse cursor above the block, you'll see the **[None]** indicator label appear.
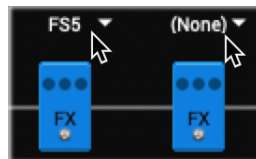


A menu button appears when hovering over a block's assignment indicator area

## Quick Bypass Assign

There are a few ways to create and edit bypass assignments for any block directly within the Signal Flow—by using the block's right-click menu commands, or via the quick **Bypass Assign** panel.

> 💡 **TIP:** The Edit panel's **Bypass/Control** screen additionally offers options to customize footswitch labels, LED colors, and more! Please see .

### Bypass Assignment using the block right-click menu

Right-click on any Preset or Effects block, or directly on the assignment indicator label above the block, and choose **Bypass Assign**, where you can select any footswitch or EXP pedal to create a bypass assignment, change an existing bypass assignment, or choose the **None** button to clear the block's assignment. You'll also see any existing assignments within the sub-menu.



Existing bypass and controller assignments are shown in brackets
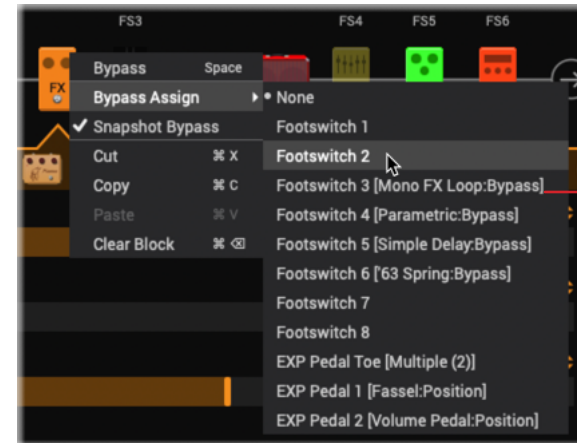
The block right-click Bypass Assign menu

### Bypass Assignment using the Bypass Assign panel

Click directly on the assignment indicator above a block within the Signal Flow and the **Bypass Assign** pop-up panel will appear.

Within this panel, if a bypass assignment already exists for the block, you'll see its controller selector highlighted (as shown below). You can simply click on any footswitch or EXP pedal controller selector to quickly create a bypass assignment, change an existing bypass assignment, or choose the **None** button to clear a block's assignment.

Left-click on the desired block's assignment indicator - menu button
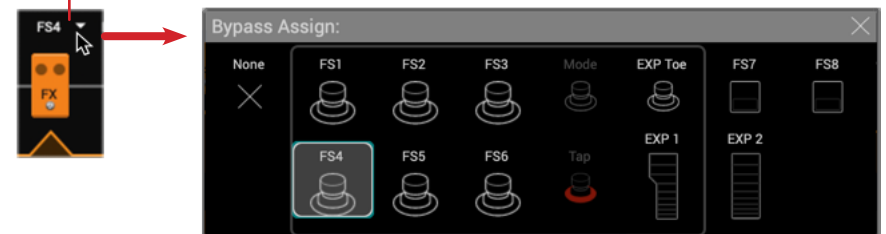


Accessing the Bypass Assign panel for a block within the Signal Flow

> 📌 **NOTE:** You can create assignments to **FS7** or **FS8**, but you'll need to have the device's **Global Settings > EXP2 FS7/8** option (see ) set to **FS7/8** (as well as one or two external footswitches connected to your device) to be able to utilize them.

You can also create bypass and controller assignments using the **EXP Toe** switch as the footswitch

# Edit/Model Select Panels

The Inspector portion of the Editor toggles to show either the **Edit panel**, where all parameters for the currently selected block can be edited, or **Model Select panel**, where any available model can be loaded for the currently selected block. At the top of the Inspector, the **Category** and **Model Name** in use by the currently selected block appears, followed by the **Edit/Model Select toggle button**. Just click on any of these items to switch between displaying Edit or Model Select panel.



The Edit/Model Select toggle button
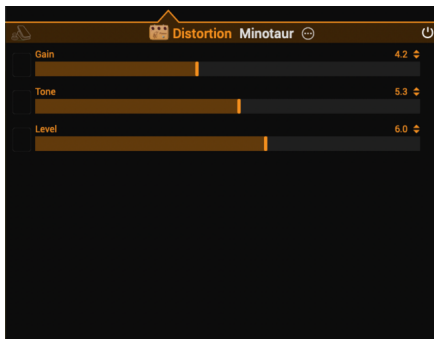


Inspector - Edit panel        Inspector - Model Select panel

> 💡 **TIP:** Double-click directly on any block within the Signal Flow to display the Edit panel and the block's parameters. Use the **M** shortcut key to display the Model Select panel.

## Editing Model Parameters

When the Edit panel is displayed, simply click on any block within the Signal Flow to select it to display and tweak its parameters. To follow are a several editing tips (also see "Keyboard Shortcuts").

**Toggling Block Bypass** - A Bypass button 🔘 is available at the top right of the Edit panel for any block that offers a bypass option. When bypassed, the category, model, and all parameters appear dimmed to indicate this state.



Edit panel - block enabled        Edit panel - block disabled

**Adjusting Parameter Sliders** - There are several ways to adjust slider values:

- Click on any slider and drag to the desired value.
- Click on the desired range location within a slider's path and it will jump to the clicked value.
- While hovering your mouse cursor directly over any slider's path, use your mouse wheel to adjust it.
- Click the up/down arrow buttons at the right for small, incremental adjustments. If a down arrow is displayed at the right, click on it to expand its menu.
- Right-click on any parameter to display the Select a controller panel to create and edit controller and snapshot assignments (see page 31).

Most parameters are represented by sliders within the Edit panel, however, you'll see some models utilize switch type parameters, such as the Speed parameter of some Modulation models, or the Ratio of most Compressors. All such parameters can still be adjusted using the same functions, and can have controller and snapshot assignments created for them.
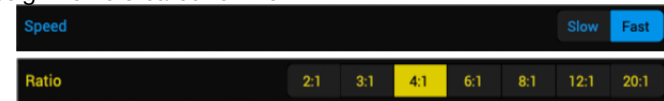


Switch type parameters within the Edit panel

**Type in a Precise Value** - Double-click anywhere on a parameter, or on its value, to manually type in a precise numerical value.

**Reset Value** - If you're not happy with your parameter adjustment, Cmd+Click (Mac) or Ctrl+Click (Windows) on the slider/switch to reset it to its initial default value.

**Accessing All Parameters** - Note that some model types, such as amps and complex effects, may have more sliders and controls than you can see all at once in the Edit panel. You can re-size the application window, or click and drag the vertical scroll bar at the right to access all parameters (or use your mouse wheel when hovering your mouse cursor over the scroll bar).

**Note Sync** - Most modulation and delay effects models offer a Note Sync option, allowing the modulation rate or delay repeat time to follow the device's main Tap Tempo value (see "Editing the Tap Tempo" on page 17). For models that offer it, click the Note Sync button within the Edit panel to toggle the feature on/off. When active (the Note Sync button is lit), the parameter will change to offer note division values within its menu, as shown below.

Note value options     Note Sync (active)
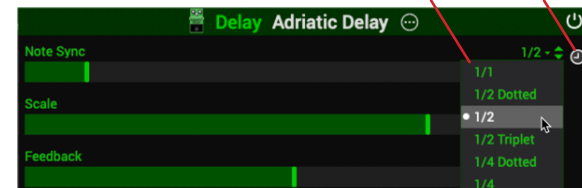


A Delay block configured for Note Sync

> 💡 **TIP:** You can customize any model's default settings to exactly how you want them! See "Configuring a Model's User Defaults" on page 25.

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## IR Block Options

When an IR block is selected in the Signal Flow, you'll see IR block parameter sliders here in the Edit panel, just like for any other block. Remember that you'll need to import IR files into your POD Go device using the application's IRs library for an IR block to utilize them—see "Importing and Exporting IRs" on page 10.

## Looper Block Options

When a Looper is added within an Effects block, you'll see several Looper parameters within the Edit panel. However, it is not possible to toggle the Looper mode of your connected device on and off within the POD Go Edit application.

## Input and Output Block Options

When the **Input** or **Output** block is selected in the Signal Flow, you'll see its edit parameters available in the panel (regardless whether in the Edit or Model Select view). These options are stored per preset.

- **Input Block**: Choose between the **Guitar** or **USB 3/4** inputs (POD Go devices) or **Guitar+Wireless**, **Guitar**, **Wireless**, or **USB 3/4** inputs (POD Go Wireless devices). Also see your *POD Go Owner's Manual* for the USB recording, Re-amping, and USB 3/4 functionality. The Input block's Noise Gate **On/Off**, **Threshold**, and **Decay** parameters are also available.

- **Output Block**: The Main 1/4" output's **Pan** and **Level** options are available.

> 💡 **TIP:** Global options are also available within your device's Global Settings > Ins/Outs screen

## Controller Assignment Indicators

Once a snapshot, footswitch, or EXP pedal type controller has been created for a parameter, you'll see an assignment icon appear to the left of the slider within the Edit panel, as well as the parameter's values displayed in brackets and white text. Parameters with footswitch and EXP pedal type controller assignments will also display Min. & Max. value indicators, to allow you to adjust the control range.
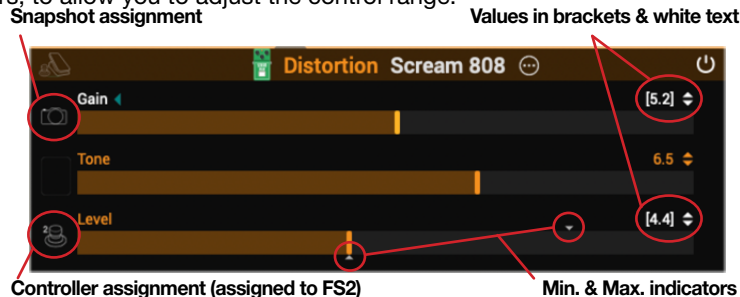


Indicators for existing controller assignments within the Editor

- 🎹 **EXP Pedal Controller Assignment** - For any controller assignment made to an EXP pedal, you'll see the numbered pedal icon to the left of the parameter, numbered to indicate EXP 1 or EXP 2.

- 🕹 **FS Pedal Controller Assignment** - For any controller assignment made to a footswitch, you'll see the numbered switch icon to the left of the parameter, numbered to indicate FS1~FS8.

- 📷 **Snapshot Controller Assignment** - For snapshot assignment, you'll see the camera icon to the left of the parameter.

Not only are these indicators a nice reference to see your existing assignments while editing, but you can also click directly on this indicator area (even if no icon appears there) to open the **Select a controller panel** to quickly access controller settings.
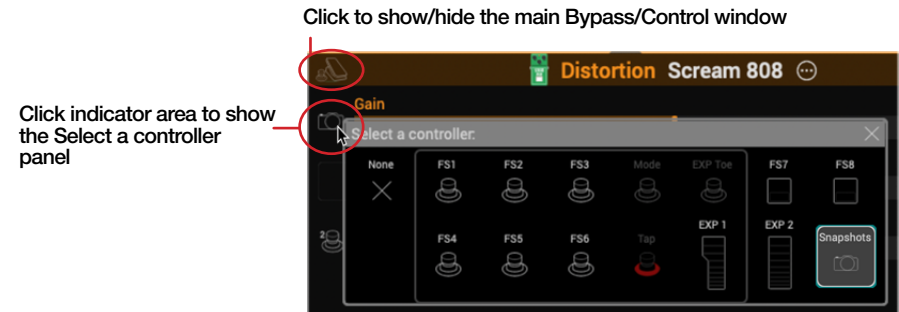


For configuring all detailed assignment options, click the toggle button 🔺 to show the Edit panel's larger **Bypass/Control** window. Note that the Bypass/Control window appears within the Edit panel, and remains displayed until you choose to hide it—please see "Bypass & Controller Assignment" on page 27.

> 💡 **TIPS:**
>
> **Right-click** on a parameter slider or switch to display the **Select a controller** panel where you can create a controller or snapshot assignment for the parameter—also see page 31.
>
> **Alt+Click** directly on a parameter within the Edit tab to instantly create a snapshot controller assignment for it (or to remove an existing snapshot assignment)—see page 14.
>
> By default, all blocks' bypass states are automatically stored and recalled per snapshot. If you prefer, you can exclude a block's bypass state from being recalled via snapshot changes—see page 14.

# Selecting Models

Click on any block within the Signal Flow to select it, and when the Model Select panel is shown, you'll see options for choosing the an effects category and its list of models. Click on the desired model to load it in the selected block.

Category selector — Current model's icon and category — Current model's name
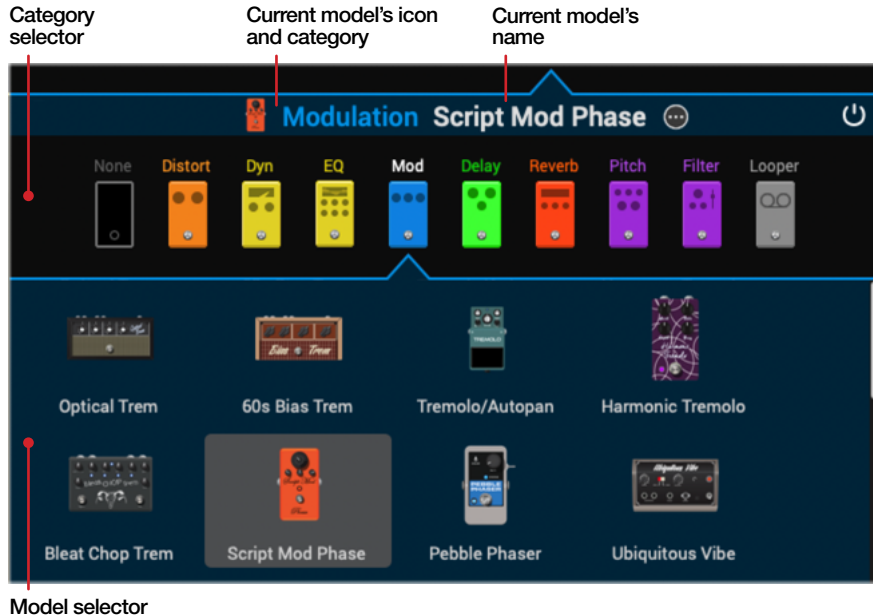


Model selector

The Model Select panel (Effects type block selected)

What appears in the panel differs per the type of block that is selected within the Signal Flow, as described below.

**Effects type block** - The full set of effects categories are displayed (as shown above). Click on the desired category to see and choose one of the category's effects models. Note that you can choose the **None** category to clear the Effects block.

**Preset EQ, Wah, Volume, or FX Loop type block** - Since these blocks include just the one category, you'll see no Category selectors—just the block's available models.

**Amp/Preamp type block** - The **Amp** and **Preamp** categories are shown, with their models available within each.

**Cab/IR type block** - The **Cab** and **IR** categories are shown. The **Cab** category includes the full list of cab models. The **IR** category offers a **1024 Sample IR** category, for which you can choose the desired IR file from your IRs library. Please see .

**Input or Output block is selected** - Whether the panel is in Edit or Model Select view, you'll always see the edit parameters available within the panel. See the previous section.

# Configuring a Model's User Defaults

If you find yourself constantly re-tweaking your commonly-used models, you can save your preferred model's settings as its new defaults (excluding Input and Output blocks), so the model shows up that way every time you add it to a preset. We refer to this functionality as User Model Defaults (or UMDs).

1. Within the Signal Flow, choose any block, other than the Input or Output block, and tweak the model's settings exactly how you like—including any of its parameters and block bypass state (existing bypass, MIDI, snapshot, and controller assignments are not stored with the UMDs).

2. Right-click on the desired block and choose **User Default**.
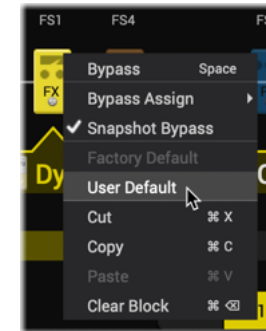


Choosing the User Default option for an Effects block

All your current parameter settings are now saved as the default for future uses of the model. (Existing presets that already include the model are not affected.) Your UMDs are also automatically included when creating backups in POD Go Edit—see .

3. To remove the UMD from a model and return it to its original default settings, right-click on the block and select **Factory Default**.

> **NOTE:** UMDs are configured independently for the EQ models loaded within a Fixed EQ block versus the EQ models loaded within an FX block.

# DSP Management & Model Availability

Rather than limit you to a lower number of blocks or a reducing audio quality, POD Go utilizes a dynamic Digital Signal Processor (DSP) management system for model selection. Some models, such as "jumped" amps and more complex reverb and delay effects, utilize a greater amount of DSP resources. When configuring a preset with several heavy DSP usage models, the DSP management system kicks in, allowing you to still utilize your blocks by disallowing the addition of only the models that exceed the DSP limit of the preset.

As in your POD Go device's Model Select menu, when the current preset reaches a high DSP usage, models that cannot be accommodated become unavailable. In the POD Go Edit app's Model Select panel, you'll see models dimmed to indicate this, as shown below.



Unavailable models appear dimmed when the preset's DSP limit is reached

It is also possible to encounter the DSP limit when attempting to load an IR by doing a double-click upon an IR within the IRs library (see"Loading an IR in an IR Block" on page 11 ). When adding an IR to your tone this way where it would exceed the DSP limit, you'll be prompted with an alert that the DSP usage of the current preset does not allow IRs to be loaded. Click anywhere in the application window to dismiss the error.



DSP usage alert for IR loading

To free up more DSP resources for the current preset, try changing or removing some models. The Distortion, Dynamics, EQ, as well as the "Simple" titled effects are typically the lower DSP usage models. Using one of the Cab models rather than an IR within the Cab/IR block can reduce DSP usage as well.

# Bypass & Controller Assignment

Just as on your POD Go device, the POD Go Edit application offers several ways to create and edit bypass and controller assignments to the footswitches and expression pedals on your device. As covered in the previous chapters, bypass, snapshot, and controller assignments can be quickly created and edited directly within the Signal Flow and Inspector - Edit panel. Within the Edit panel, the **Bypass/Control window** offers additional options for deeper work in creating, editing, and renaming assignments. We've included several step-by-step instructions within this chapter for assignments.

## The Bypass/Control Window

When the Edit panel is displayed, you can show or hide the Bypass/Controller panel by clicking on the ⚑ toggle button.* When the Bypass/Control window is shown, it provides options for the block that is currently selected within the Signal Flow. For example, in the screenshot below, the Effects block containing the Kinky Boost model is selected, and the panel shows its existing bypass assignment is set to FS6. The panel's **Parameter menu** provides access to all the Kinky Boost model's parameters for creating and editing controller assignments.



Bypass/Control window toggle button
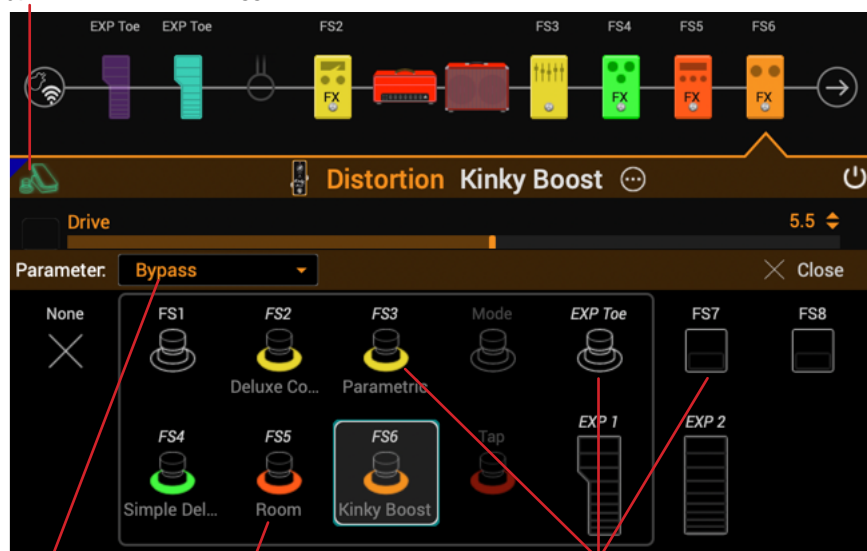
Parameter menu     Footswitch label     Controller selectors

**The Bypass/Controller panel displayed**

---

📌 *_NOTE:_ The Bypass/Control window is a sub-window of the Inspector's Edit panel. Therefore, the Show and Hide menu commands and shortcut are available only when the Edit panel is displayed, and the window remains displayed until you choose to hide it (even when toggling the Inspector display). Also, keyboard shortcuts continue to function within the Edit panel when the Edit panel has focus—please see "Keyboard Shortcuts".*

Practically any model's parameters can be manually assigned to your device's footswitch & expression pedal controllers, for real-time, remote control. It is also possible here to assign model parameters to be stored and recalled with snapshots.

- **Bypass/Control toggle button**: When the Edit panel is displayed, click to show or hide the Bypass/Control window, or use the **Window > Show/Hide Bypass/Control** menu command. The **X Close** button at the top right can also be used to hide the panel. It's typically a good practice to close the window once done adjusting your assignment options.

- **Parameter menu**: Lists all parameters for the currently selected Signal Flow block. Choose the parameter here for which you want to assign to a footswitch, EXP pedal, or to snapshots.

- **Controller selectors**: Once the desired parameter is selected within the Parameter menu, click on the preferred **FS1~FS8**, **EXP Toe** footswitch, or **EXP 1** or **EXP 2** pedal to which you want it assigned. Click on the **Snapshots** button to allow the parameter's value to be recalled per snapshot (see below). Click the **None** button to clear an existing assignment. Each FS or EXP controller can hold a maximum of eight assignments (total bypass and/or controller types).

  - 📷 The **Snapshots** controller selector appears within the panel when any parameter other than **Bypass** is selected within the **Parameter menu**—see "Creating a Snapshots Controller Assignment" on page 32. (Note that block bypass is automatically recalled via snapshots, so no need for you to create a snapshot assignment—see page 14).

  - When a bypass or controller assignment exists, the **FS1~FS6** controller selectors display the assignment name below, just like the Stomp Footswitch mode labels on your device.*

  - The **FS1~FS6** controller selectors also display a colored ring, just like footswitches on your device, to indicate the model category type in use for the existing assignment.

💡 **TIP:** You can customize the footswitch labels and LED colors that appear on your device for Stomp Footswitch mode here as well—see page 33.

- The label above a controller selector changes to *italicized text* to indicate it includes one or more existing assignments.

- When hovering your mouse cursor over a menu button ⊙ appears with customization options, as covered in the following sections.

- The **Mode** and **Tap** footswitches are not available for assignments.

📌 **NOTE:** You can create assignments on **FS7**, **FS8**, or **EXP 2**. However, you will need to have the respective external footswitches or expression pedal connected to POD Go and correctly configured within the Device Settings (see page 36) to utilize them.

You'll notice that all Factory Presets already include several bypass and controller assignments. Additionally, all New Presets already include the following assignments:

- Volume and Wah blocks are assigned to the **EXP Toe** switch for bypass, which toggles between enabling these two blocks.
- Additionally, **EXP 1** & **EXP 2** pedal controller assignments are automatically configured for Wah,Volume/Pan, and Pitch Wham block's parameters.
- The Preset EQ and FX Loop blocks are assigned to **FS1** and **FS2**, respectively, for bypass.

> 📌 **NOTE:** POD Go includes a handy **Auto Assign** feature, which creates bypass assignments to **FS1**~**FS6** as you add models to the four Effects blocks. This feature is enabled by default - please see "Auto Assign Feature" on page 30.

> 💡 **TIP:** You can remotely control several POD Go functions, such as Looper, Tuner, Tempo, Bank & Preset changes, and more, via (computer - USB) MIDI. All MIDI control assignments are pre-configured, with no steps necessary to configure them within POD Go Edit—please see your *POD Go Owner's Manual* for details.

# Clearing an Existing Assignment

There are a few ways to remove or "Clear" any existing bypass or controller assignment. In this example, we'll remove a Wah block's existing bypass assignment from the Toe Switch, and its Position parameter's controller assignment from the EXP 1 pedal.

**The fastest way to clear assignments is directly from within the Signal Flow and Edit panels.**

To remove any block's existing bypass assignment, right-click on the desired block within the Signal Flow (or click on the assignment indicator label above the block) to open the quick **Bypass Assign** window, and then click **None**.
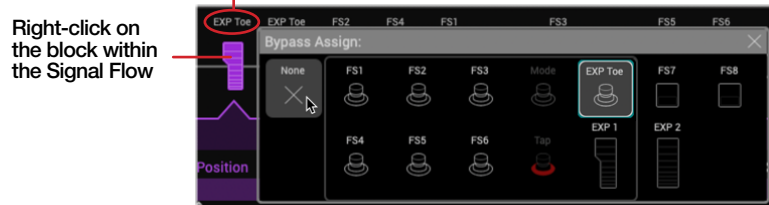


Signal Flow - clearing a bypass assignment in the quick **Bypass Assign** panel

To remove any parameter's existing controller or snapshot assignment, right-click on the parameter slider to open the quick **Select a controller** panel, and then click **None**.
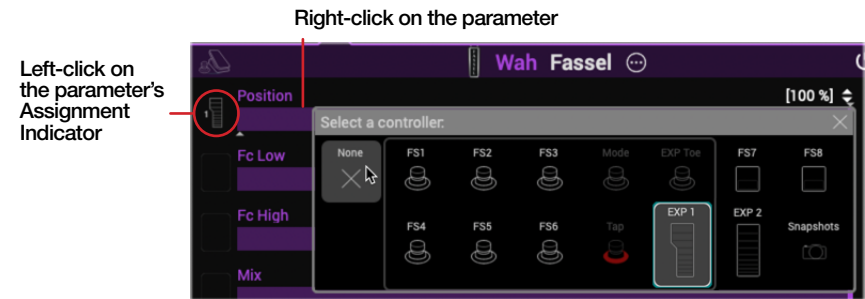


Edit panel - clearing a controller assignment in the quick **Select a controller** panel

**Alternatively, you can utilize the Edit panel's more advanced Bypass/Control window to clear any type of assignment.**

1. Within the Signal Flow, click on the block which includes the assignment(s) you wish to remove (for our example, the Wah block) to select it.

2. If not already visible, click on the 🔀 footswitch/pedal icon button to display the Bypass/Control window.

3. Click on the **Parameter menu** to expand it, and you'll see all existing assignments indicated to the right of each parameter's name. For the Wah, we see the Bypass is assigned to the Toe Switch and Position to EXP 1.

   Select **Bypass** within the Parameter menu.



4. Click the **None** button to remove the Bypass - Toe Switch assignment.



5. Click the Parameter menu to expand it again, and choose **Position**.

6. Click the **None** button to remove the Position - EXP 1 pedal assignment.

   It is also possible to clear any assignment type within the larger **Bypass/Control window**—please see page 32.

This completes the process for clearing the Wah block's assignments. You can follow these same steps to remove any block's existing footswitch, EXP pedal, or snapshot assignment.

# Creating a Bypass Assignment

Create a bypass assignment for any block (except for the Input or Output block) to allow it to be toggled on/off via one of your device's footswitches or EXP pedals. The following steps can also be used to change an existing bypass assignment to a different footswitch or pedal.

## Creating a Bypass Assignment within the Signal Flow

If you just want to quickly create a bypass assignment for any block to a footswitch, the simplest way to do so is directly within the Signal Flow—we cover this in "Quick Bypass Assign" on page 22.

## Creating a Bypass Assignment using the Bypass/Control Window

The Edit panel's Bypass/Control window offers deeper functions for creating and editing all types of assignments. To follow are steps to create bypass assignments that utilize a footswitch or EXP pedal.

### Creating a Bypass Assignment Using a Footswitch

1. Select the block within the Signal Flow for which you want to create the bypass assignment.

2. Choose the **Show Bypass/Control** command from the main **Window** menu.

3. Click the **Parameter Menu** within the Bypass/Control window and choose **Bypass**, if not already selected.



Choose Bypass within the Parameter menu

Choose the desired controller selector for the bypass assignment

Selecting FS4 for an Effects block bypass assignment

4. A bypass assignment can utilize FS1~FS8 or the pedal's Toe Switch. Click on the desired footswitch controller selector within the panel and your assignment is created. (Optionally, you can choose an EXP pedal for your bypass assignment—see the next section.) Close the Bypass/Control window.

You can also *change* a block's existing bypass assignment using the above steps. When you select a footswitch in step 4, any existing bypass is automatically *moved* to your newly selected footswitch. You can also create bypass assignments for multiple blocks to one, common footswitch—see "Bypass Assignments for Multiple Blocks".

### Creating a Bypass Assignment Using an Expression Pedal

It is also possible to assign a block's bypass to an EXP pedal. An example of this is to configure a Wah block so that resting the pedal at the "heel" position bypasses the effect, and then moving the pedal away from this position to use the Wah automatically activates the effect. Set this type of configuration using the following steps.

> **NOTE:** When configuring the Wah for pedal bypass, it is recommended to connect an additional pedal to the POD Go EXP 2 jack, to allow the Volume Pedal block to have its own, separate controller pedal. If you are not to be using an additional pedal, it would be a good idea to Clear the Volume Pedal block's existing Bypass and Position assignments, so that the on-board pedal can be dedicated to the Wah. See the preceding "Clearing an Existing Assignment" section.

1. Double-click on the Wah block within the **Signal Flow** to access its parameters within the Edit panel.

2. Move the on-board expression pedal forward and click the Toe Switch so that the device's **WAH/EXP 1** red LED is lit, and the Wah block is active (if it isn't already).

3. Open the **Bypass/Control window**. Note that Bypass for the Wah block is already assigned to the **EXP Toe** switch—this step will move its bypass assignment to the EXP pedal instead. By default, the Wah block's Position parameter includes a controller assignment to the EXP 1 pedal. We're not going to change this, since the goal here is to have the same pedal toggle the Wah's bypass as well as control the Wah Position.

> **NOTE:** When you click on and expand the Parameter menu, you may see indicators in brackets to the right of each parameter—these tell you all existing bypass and controller assignment for the block. For example, the Wah's Position menu shows that Bypass is assigned to the Toe Switch, and Position to EXP 1.
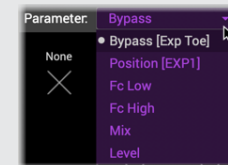
Click the **Parameter Menu** and choose **Bypass,** then click on the **EXP 1** Controller selector within the panel.



Choose Bypass within the Parameter menu

Choose an EXP pedal for the bypass assignment
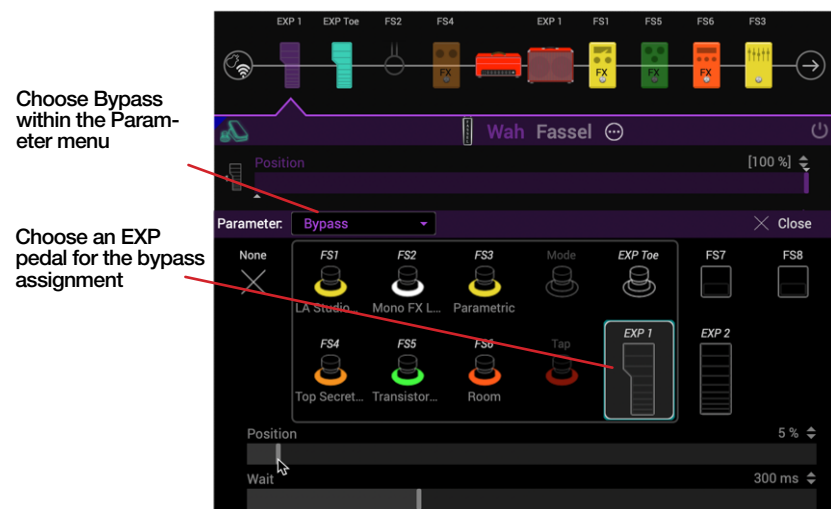
Configuring an EXP pedal - Bypass assignment parameters

4. Once the assignment is created, you can configure its parameter sliders that appear at the bottom of the Bypass/Control screen, if needed.

- **Position** - For a bypass assignment, this determines the position of the controller where the block's bypass is triggered. Set this slider to 5% or lower to establish a "heel down" resting position to trigger your bypass toggle.

- **Wait** - Determines the duration of time for which the assigned controller must rest at the configured Position value before the bypass is triggered. For this type of Wah bypass assignment, 300 ms or slightly higher is generally a good setting since it prevents unwanted bypass triggering during the typical use of the pedal for your Wah effect.

Once configured, you'll see that your EXP 1 pedal's heel-down position toggles the Wah block off, and as soon as you move the pedal, it activates the Wah until you move the pedal back to the Min heel position and rest it there for 300 ms or more (as determined by the **Wait** slider). You can choose to configure other blocks' parameters with a "pedal bypass" using these same steps as well. Close the Bypass/Control window when your settings are complete.

# Bypass Assignments for Multiple Blocks

You can only assign the Bypass toggle of any particular block to one footswitch at a time. If a block already has an existing bypass assignment and you change the assignment, this will *move* the assignment to the newly selected footswitch or EXP pedal. But it is possible to assign the Bypass function for multiple blocks to one common footswitch or controller for simultaneous switching.

Each footswitch or EXP pedal can hold up to eight assignments maximum (of any combination of bypass or controller types). A preset can include up to 64 assignments maximum (of any combination of bypass, controller, and snapshot types).

> **TIP:** A handy trick is to create a multi-bypass assignment to toggle one block **off** and the other **on** simultaneously, such as to change between two different distortions, between two different delays, etc. To reverse the switching, select one block within the Signal Flow and manually click its Bypass button so that one block is the opposite bypass state as the other. Now whenever you toggle the assigned Bypass footswitch, both blocks' bypass states are toggled oppositely.

> **NOTE:** If a footswitch includes multiple bypass and/or controller assignments, you'll see these assignments within the footswitch controller selector's **Assignments list window**, where they can also be cleared- see page 32.
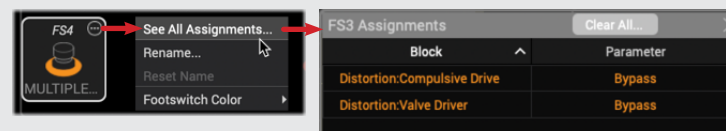


The Assignments list window displays multiple assignments

# Auto Assign Feature

The POD Go device's **Global Settings > Switches/Pedals > FS Auto Assign** On/Off option determines whether or not POD Go automatically creates a bypass assignment for each of the four Effects blocks (once a model is selected for the block), where a block bypass assignment is added to the earliest empty FS1~FS6 location. FS Auto Assign is **On** by default. You can also edit your bypass assignments for any block at any time, regardless of the FS Auto Assign On/Off state, as covered in the following sections.

- For any Effects block, its bypass is auto-assigned to the earliest empty FS1~FS6 for bypass when an initial model is added to the empty block. If the block's model is changed, the bypass assignment for the block remains on the footswitch.

- Within all New Presets, the Preset EQ block's bypass is pre-assigned to FS1, and the FX Loop block's bypass to FS2. However, you can Clear these blocks' bypass assignments to free up FS1 & FS2 for auto and manual assignments of other blocks.

> **NOTE:** If you manually Clear the Preset EQ or FX Loop block's bypass assignment, and then change the model for the block, the Auto Assign feature will again assign its block bypass to the first non-assigned FS1~FS6.

- Wah and Volume blocks' bypass is already pre-assigned to the pedal Toe Switch. You can Clear these blocks' bypass assignments if desired, but the Auto Assign feature does not create assignments to the pedal Toe Switch. You can manually create assignments to the Toe Switch as desired.
- Amp/Preamp, and Cab/IR blocks are not auto-assigned to footswitches, but can be assigned manually.
- Once Auto Assign has created bypass assignments to all FS1 through FS6, no other auto assignments are created within the preset (unless you manually Clear assignments from FS1~FS6).

You'll see more about these behaviors throughout this chapter, and in the *POD Go Owner's Manual*.

# Creating a Controller Assignment

You can create a controller assignment for practically any block's parameter (yes, even any Input, Output, FX Loop, or Looper block parameter!) to allow it to be controlled by the device's footswitches or EXP Pedals. You can also configure a snapshot assignment to allow your desired parameter settings to be stored & recalled with a preset's snapshots. To follow are several examples for creating these assignments.

## Creating a Controller Assignment in the Edit Panel

The easiest way to create a controller assignment is directly from the parameter within the Edit panel, such as for a Delay's Mix parameter.

1. Click on the assignment indicator area left of the parameter (or right-click on slider) directly within the **Edit panel** to display the quick **Select a controller** panel, and then click on the desired controller to quickly create a controller assignment.

Right-click on the parameter



Left-click on the assignment indicator area

Click on the desired controller selector to create assignment

Edit panel - creating a controller assignment using the quick Select a controller panel

2. The new controller assignment is specified within the Edit panel with several handy indicators. For our example, the Delay's Mix parameter appears as follows. Note that you can also adjust the Min. and Max. values to adjust the range of control by the assigned EXP pedal or footswitch by dragging the parameter slider's Min. & Max. indicator arrows. (The Min. & Max. parameters can also be accessed within the main Bypass/Control window - see next section.)

Assigned controller indicator (EXP 1)   Value in bracketed, white text



Min & Max adjustable indicators
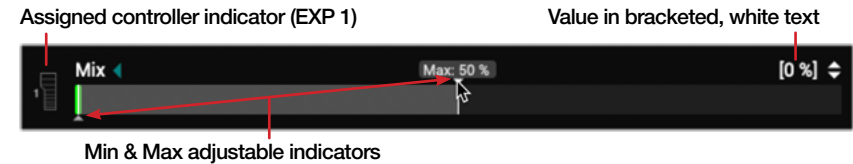
Configuring a controller assignment's Min. & Max. options within the Edit panel

## Creating a Controller Assignment using the Bypass/Control Window

The Edit panel's Bypass/Control window offers deeper functions for creating and editing all types of assignments. To follow are steps to create a controller assignment that utilizes a footswitch or EXP pedal.

1. Double-click on the block within the Signal Flow that includes the parameter for which you want to create the controller assignment. We'll choose a Delay block - Simple Delay model for our example.

2. Choose the **Show Bypass/Control** command from the main **Window** menu.

3. Click the **Parameter Menu** within the Bypass/Control window and choose the **Mix** of the Simple Delay.

Parameter menu



Selecting a Delay's Mix parameter for controller assignment

4. With the Mix parameter selected, click on the desired controller and your assignment is created. We'll choose **EXP 1**, but you can alternatively choose EXP 2, or choose one of your footswitches, which allows you to then configure a specific parameter value for each of the two states of the footswitch. More on this in the final step.



*Selecting an EXP 1 pedal controller for controller assignment*

5. Once a controller assignment is created, you'll see its **Minimum** and **Maximum** sliders at the bottom of the Bypass/Control window which allow you to limit the range of the assigned parameter as you move the pedal from minimum to maximum position. For our example, we'll set the **Max. Mix** slider to 50% so that it achieves a 50% wet/dry Delay - Mix balance when our controller is moved to full open.



Minimum and Maximum sliders —

*Configuring Min. & Max. options for an EXP Pedal controller assignment*

If you have chosen a footswitch as your controller rather than an EXP pedal, you can similarly configure the Min. and Max. sliders to the specific values you'd like for the "Off" and "On" footswitch states, respectively, for the assigned footswitch. Close the Bypass/Control window when your settings are complete.

> 💡 **TIP:** You can "reverse" the behavior of a controller by setting the Min to 100% and the Max to 0%, such as to make an assigned Wah pedal work backwards!

## Assignments List Window

Within the Edit panel's Bypass/Control window, when any footswitch, EXP, or snapshot controller type includes one or more assignments, you can access its options menu button ⊕ when hovering your mouse cursor over it. For the footswitch 1~6 controls, choose **See All Assignments** from the menu to display the Assignments list window (for other controls, the Assignments list is the only option). For example, if the FS1 includes multiple assignments, such as bypass assignments for two blocks, they appear in this window.
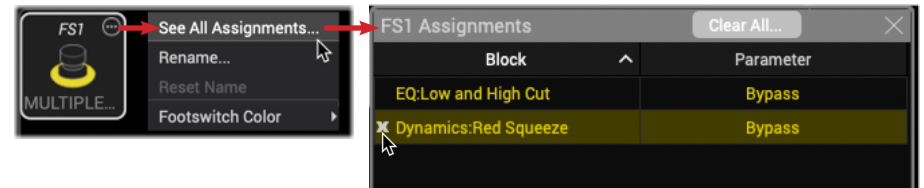


*The FS1 Assignments list window*

This list window offers a handy reference to see all existing assignments per controller, as well as a few handy features for clearing assignments:

- Click the **X** button to the left of any individual assignment in the window to clear it.
- Click the **Clear All** button to clear all assignments from the selected controller.

## Creating a Snapshots Controller Assignment

Configure a block's parameter with a snapshots assignment to allow the parameter's settings to be stored & recalled with a preset's snapshots. For these examples, we'll create a snapshots assignment for the Drive parameter of the Kinky Boost, which then allows us to configure a different Drive value to be recalled for each snapshot.

### Creating a Controller Assignment in the Edit Panel

The easiest way to create a controller assignment is directly within the Edit panel.

Double-click on the Kinky Boost block within the Signal Flow to show the Edit panel, then click on the assignment indicator area left of the **Drive** slider (or right-click on the slider itself) and choose **Snapshots** within the **Select a controller** panel. Also see "Controller Assignment Indicators" on page 24.

Right-click on the parameter



Left-click on the assignment indicator area

*Using the Edit panel's Select a controller panel to create a Snapshots assignment*

> 🚀 **Shortcut!** Even quicker... Within the Edit panel, select the desired parameter slider using the "Alt+click" or "S" keyboard shortcut to instantly create (or clear) a snapshots controller assignment for the parameter.

## Creating a Snapshot Assignment using the Bypass/Control Window

The Edit panel's Bypass/Control window offers deeper functions for creating and editing all types of assignments. To follow are steps to create a Snapshots assignment to a parameter.

1. Double-click on the Distortion - Kinky Boost block within the Signal Flow.

2. Open the **Bypass/Controller Assign** panel, click the **Parameter menu** and choose the **Drive** parameter.

3. Click on the **Snapshots** controller button in the panel to create the assignment.

Choose Drive within the Parameter menu

Choose the Snapshots controller selector to create the assignment



Selecting the Snapshots controller button to create a Snapshots assignment

4. Unlike with other assignment types, you won't see any configurable options at the bottom of the Bypass/Control window for a snapshots controller assignment. Close the Bypass/Control window when your settings are complete.

With this assignment created for the parameter, simply choose the desired snapshot 1~4 from the **Snapshots menu** at the top of the POD Go Edit application window, set the desired value for this parameter, and it is automatically stored and recalled with the snapshot. This allows you to configure up to four different values within the current preset—one for each available snapshot. Please see your device's Owner's Manual for more details on using snapshots.

## Multiple Controller Assignments

Just as on the hardware, you can only assign a parameter to one controller at a time. However, it is possible to assign multiple parameters to one common controller, for example, you could create the following controller assignments:

- Configure an EXP pedal for the Mix parameters of two different effects to blend between them.
- Configure an EXP pedal to simultaneously adjust the Drive and the Level parameters of a Distortion block inversely, to attain a different amount of distortion without overall volume output changes.
- Configure changes for several parameters to create a dramatic tonal change. As an example, for a guitar solo tone, configure a Volume and Gain boost on a Distortion, an increase for the Mix of a Delay and Reverb, and enable a Chorus block—all with the click of one footswitch!

You can reference all assignments per controller within each controller's Assignments List—see page 32.

> **NOTE:** If a footswitch includes one or more additional block bypass and/or controller assignments, the footswitch's label on your POD Go device - Stomp footswitch mode screen appears as **Multiple (X)**, with "X" being the number of assignments. See the next section if you'd prefer to rename the label to something more descriptive!

# Customizing a Footswitch's Label & LED Color

To make your presets even more personalized, you can customize the text label and the LED ring that appear on any assigned footswitch when POD Go is in Stomp Effects Mode. When in the Bypass/Control window of POD Go Edit, use the following steps. Your customized name and color remain on the Stomp Mode footswitch even if you change the assigned model or parameter.

> **TIP:** You can also access these features directly on your device—when in the Bypass/Control screen on POD Go, press the Action button and choose Customize.

### Customizing a Stomp Mode Footswitch's Label

1. With the Bypass/Control panel open, hover over any assigned footswitch 1~6 controller, click on the menu button  that appears, and choose **Rename**.
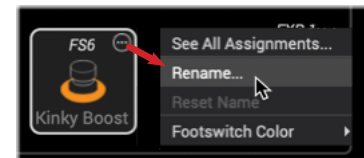


2. Alternatively, you can double-click directly on the text label itself for footswitch 1~6 and edit the name to your liking, then press the **ENTER** key to accept the new text. For our example, we'll rename "**Kinky Boost**" to "**BOOST.**" Note that customized names appear in bold white text in the app.



With your POD Go device set to display the Stomp Footswitch Mode screen, you'll see your customized footswitch label updated immediately.

3. To revert a customized footswitch label to its original name, click the footswitch's menu button again and choose **Reset Name**.

## Customizing a Stomp Mode Footswitch's LED color

The default setting for all bypass and controller-assigned footswitches' color is **Auto**, which results in the LED, as well as the Stomp Mode screen's footswitch label, adopting the color of the category of the model assigned. But you might find it preferable to change this color (or set it to "None" if you want no light at all). For our example, we'll change our BOOST footswitch's color to white so that it stands out better.

1.  With the Bypass/Control panel open, hover over any assigned footswitch button, click on the menu button ⊙ that appears, choose **Footswitch Color**, and select your desired custom color.



With your POD Go device set to display the Stomp Footswitch Mode screen, you'll see your customized footswitch LED color updated immediately.

# Global EQ Window

The **Global EQ**, accessed from the application's Window menu, offers a large graphical interface for the POD Go device's Global EQ feature. As its name implies, this EQ's settings and bypass state are indeed global and not saved or recalled with any preset or snapshot.

Reset Button                                                    Bypass Button



Inspector Pane              Band Parameters    Band Edit Nodes        Done Button

The Global EQ is a 5-band, parametric style equalizer, situated after all other processing blocks of your POD Go signal path, allowing for sculpting your overall tone just before it is sent out the device's Main 1/4" and Headphones outputs. This is especially handy for fine-tuning your tone to compensate for a venue's stage or room sound, without having to go in and tweak all your presets.

# Adjusting Global EQ Parameters

The Global EQ window offers two methods in which you can view & adjust its settings: by dragging any band's edit "node" within the graph or by adjusting the selected band's parameter sliders within the lower inspector portion of the window. The EQ processing is functional whenever its **Bypass** button is set to "active" in this window (or via your device's **Bypass** button when viewing its Global EQ screen).

> **Reset** - Click the **Reset** button to instantly return all parameters to their default, "flat" values, and the EQ enabled.
>
> **Bypass Button** - Toggle the **Bypass** to enable or disable the EQ globally. The initial default is that the Global EQ is enabled, with all parameters "flat."
>
> **Band Edit Nodes** - Click and drag the desired band's **Edit Node** in the upper graph to adjust its Frequency and Gain. You'll also see the respective parameters' sliders move within the inspector pane while adjusting any edit node.
>
> **Inspector Pane** - This lower portion of the window offers a set of adjustable parameters for each of the EQ's five bands.
>
> **Band Parameters** - Each band has its own set of sliders. Note that the Low Cut and High Cut are "shelving" type filters, allowing you to set the roll-off point for the low and high frequencies, respectively. The middle 3 bands are fully parametric, with controls for choosing the center **Frequency**, **Gain** (with a boost or cut of up to 12 dB), and **Q** (the width of the frequency range affected). Adjust the sliders as follows:
>
> - Click and drag any slider's handle or use the Up/Down buttons at the right of each slider
> - Right-click on a slider to enter a precise value numerically
> - Turn your mouse wheel while hovering your cursor over any slider
> - Click on a slider and use the comma/period or -/+ shortcut keys to incrementally adjust its value
> - Double click on a slider to individually reset it to its default value
>
> **Done Button** - Click to close the Global EQ window.

# Preferences and About Box

## The Preferences Window

The POD Go Edit **Preferences window** includes three tabbed screens to edit application options: **General, Presets/IRs**, and **Device Settings**. This window is accessed by either selecting **Preferences** from the **POD Go Edit menu** (Mac), **Help menu** (Windows), or by clicking the **Preferences button** at the bottom left of the POD Go Edit window.
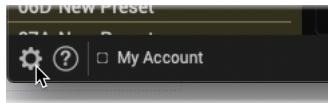


Click the Preferences (gear icon button) to open the Preferences window

## Restore Factory Settings
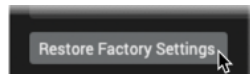


This button at the bottom left of the Preferences window resets all items within the Presets/IRs and Device Settings tabs of the Preferences window back to their initial, factory default settings.

> 📌 **NOTE:** Your POD Go device also includes many additional settings within its Global Settings screens (as well as its own Restore options)—this Restore Factory Settings button restores *only* the settings shown within the application's Preferences window.

## General Tab - Check for Updates
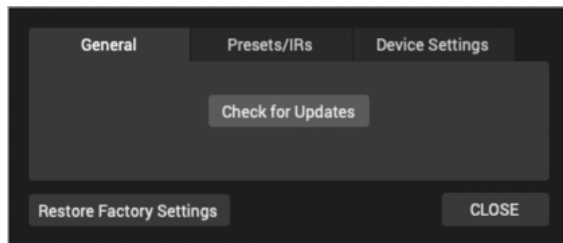


The General tab

Use this button to manually check for, and optionally install, any available software or firmware updates for your connected POD Go device—see page 65.

## Presets/IRs Tab - Stereo IR Import
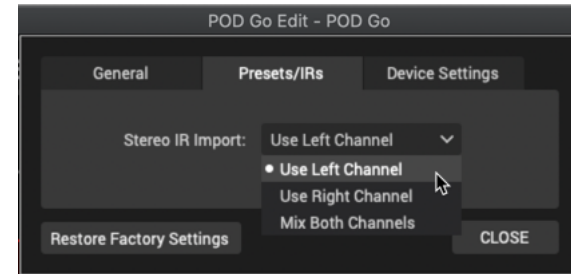


The Presets/IRs tab

This tab includes the **Stereo IR Import** option. When a stereo IR .wav file is imported, it must be converted to mono for use with the POD Go device. This preference lets you choose whether to take the left channel (the factory default) or right channel of the source IR file, or to sum both channels to mono.

## Device Settings Tab - EXP 2 Footswitch 7/8

The Device Settings screen offers options for your connected device's configurable EXP and footswitch jack. These options are the same as found within POD Go hardware's Global Settings > Preferences—please see your *POD Go Owner's Manual* for details.

**EXP 2 - FS7/8 -** Allows you to toggle the jack's functionality between **EXP 2** (for connecting a 2nd, external expression pedal) versus **FS7/8** (for connecting a single or dual footswitch).
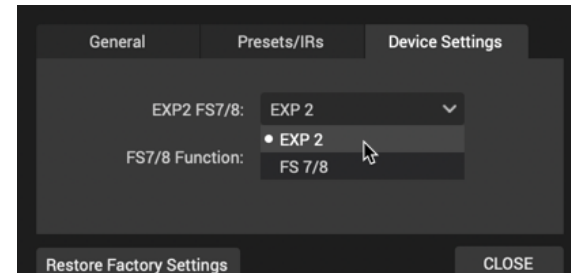


The Device Settings tab - EXP2 FS7/8 options

**FS7/8 Function -** When **FS 7/8** is chosen for the preceding option, this setting allows you to choose the behavior for your connected footswitches: **Stomp 7/8**, **Bank Up/Down**, **Preset Up/Down**, and **Snapshot Up/Down**.
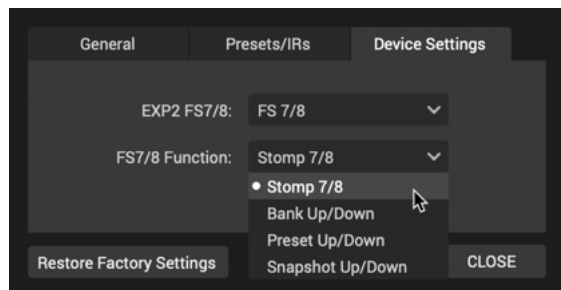

The Device Settings tab - FS7/8 Function options

# The About/Legal Box and Help Options

These options are available by:

- Selecting **About POD Go Edit** from the **POD Go Edit menu** (Mac), **Help menu** (Windows)
- Selecting the **Help** or **Pilot's Guide** options from the application's **Help menu**
- Or, selecting any of these options from the **?** button menu at the bottom left of the POD Go Edit main window
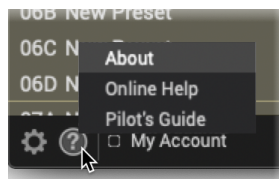

Click the **?** button to access the menu

## About Box

Choose **About** at the left of the window to display the About Box screen, which provides version information for the POD Go Edit application and for the connected POD Go device's firmware.
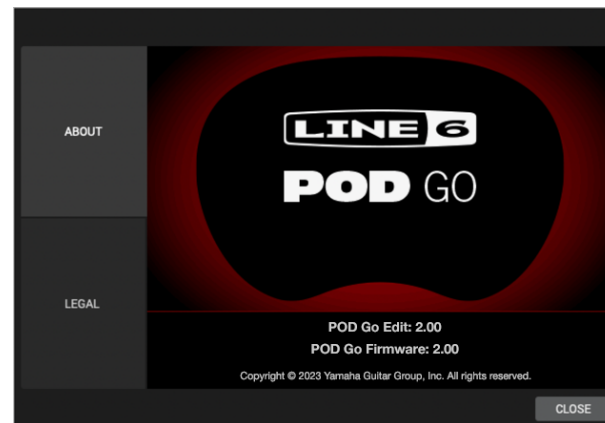

The POD Go Edit About box screen - About tab selected

It is always recommended that you use the ***latest available*** versions of your POD Go and Relay transmitter device firmware and POD Go Edit application. Use the built in Updater within POD Go Edit to install the latest versions (see page 65). The latest POD Go Edit driver installers can be downloaded free from line6.com/software.

> ⚠️ ***Important:*** Please be sure to read the ***Release Notes*** available with all firmware, application, and device driver versions before installing, since there may be specific instructions for the order and procedure of your installations, depending on the existing versions you already have installed.

## Legal Information

Choose the **Legal** tab at the left of the window to display the Legal screen, which lists all the necessary trademark, copyright, and other legally required statements for the POD Go Edit software.

## Online Help

Choose the **Online Help** option from the menu to go directly to the Line 6 Support website page within your browser app. Here you can find the Community User Forums, Knowledge Base, FAQs, videos, and more for POD Go Edit and POD Go devices.

## Pilot's Guide

Choose the **Pilot's Guide** option from the menu to open the PDF document you are now reading.

# Marketplace & Account Options

## Marketplace



The Line 6 Marketplace online shop is where you'll find 3rd-party, premium add-on assets that even further enhance the functionality of your POD Go device (as well as for Helix and HX devices and the Helix Native plugin). As of this writing, professionally crafted POD Go Presets and Impulse Responses (IRs) are available—all IRs that are offered for Helix family products are also fully supported by POD Go devices (Marketplace Helix & HX presets are *not* supported by POD Go devices). New products are constantly being added, so be sure to check back often on the Marketplace site for news and announcements. As covered within this chapter, you're only a few clicks away from using new Marketplace Presets and IRs on your system, right from the **My Account** menu in POD Go Edit.

### Get Your Marketplace Assets

Access the Marketplace website by choosing the **Get More Presets** and **Get More IRs**, commands within the **My Account menu** at the bottom left of the POD Go Edit window (or go directly to https://line6.com/marketplace/). When visiting the Marketplace site, simply sign in to your Line 6 account, choose the desired products, add them to your cart, and check out.*

> 📌 ***NOTE:*** Be sure to log in to the same Line 6 account on which you've authorized your computer for POD Go Edit to ensure your Marketplace purchased assets are added to the correct account!

Once your purchase is complete, your downloadable Marketplace assets are deposited into your Line 6 account, which include your personal license that allows you to import them on your authorized computer system. Each Marketplace purchase is typically downloadable as a "zip" file that you'll need to "unzip" on your local hard drive once downloaded.

To download your purchased assets, click on the **Manage Account** command within POD Go Edit app's **My Account** menu (or go directly to https://line6.com/account/), sign in to your account, and select **Marketplace Downloads** from the **Hardware & Software** section at the left.



Licenses for all your purchased assets are automatically added to your Line 6 account and "synced" the next time you use the POD Go Edit application, when you are actively signed in to your Line 6 account from the My Account menu (see "Sign In / Sign Out" on page 39).

### Import and Utilize Your Marketplace Assets

An Internet connection is required for the computer where you'll be using the POD Go Edit app to authorize it for the use of Marketplace premium assets, and for the sync with your Line 6 account to initially authenticate your newly purchased Marketplace licensed assets. Otherwise, an active Internet connections is *not required* for the use of POD Go Edit. Please see the following sections for details about signing in and authorization.

Once you've signed in and authorized your computer via POD Go Edit, your premium Marketplace presets and IRs can then be imported and used just like any other presets and IRs within POD Go Edit.

Once imported, premium Marketplace assets, appear with a golden guitar pick "badge" at their right in the POD Go Edit Preset and IRs library lists—also see page 9 and page 10 for more about importing presets and IRs.



The golden guitar pick badges indicate premium Marketplace Presets and IRs

# The My Account Menu Options

At the bottom left of the POD Go Edit application window, you'll see the **My Account** menu and account status indicator. Initially, before you've signed in to your Line 6 online account and/or authorized your computer for Marketplace premium assets, you'll see this menu displayed with the **My Account** label.
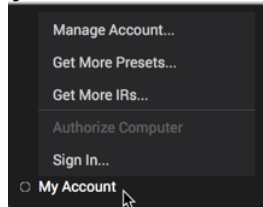


The My Account menu (not signed in or authorized)

Clicking on the **My Account menu** displays options for signing in & managing your Line 6 account, as well as for access to the Marketplace online shop.*

> 📌 ***NOTE:** It is not required that your computer have an active Internet connection, nor do you need to be signed in or authorized at all for the POD Go Edit app itself to be functional. But an Internet connection and signing in is necessary to authorize (or deauthorize) your computer to allow the import and export of premium assets purchased from the online Marketplace.

# Sign In / Sign Out

If you are not currently signed in, choose **Sign In** from the menu and enter your Line 6 account user name and password in the Sign In window. If you have forgotten your sign in credentials, or have not already created a Line 6 account, choose the **Forgot my password/ username** or **Create a Line 6 account** option within the window. If you are already signed in and wish to sign out, choose the **Sign Out** option from the menu.

> 💡 **TIP:** If you plan on purchasing premium Marketplace assets, it is easiest to simply keep POD Go Edit actively signed in, with your computer in the authorized state. This allows the licenses for your purchased assets to automatically be "synced" from your Line 6 account, and for the assets able to be utilized for all actions within the POD Go Edit app. It is also necessary to be signed in to utilize the built in Updater features within POD Go Edit (page 65).
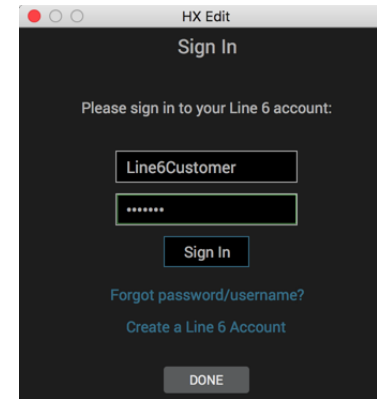


The Line 6 account Sign In window

## Computer Authorization Status Indicator

Once you've signed in, your computer is automatically authorized, as confirmed by a pop up window letting you know the sign in and authorization were successful. You'll see the My Account menu label display your first name, derived from your Line 6 account, and indicate the status of your account sign in and computer authorization (more details about authorization in the following section). Whenever signed out, the menu button displays the "My Account" label, with no colored authorization indicator.
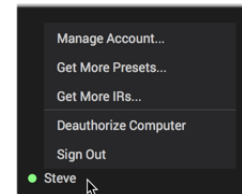


Signed in with computer authorized     Signed out with computer Deauthorized
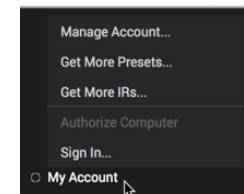
Once you've authorized your computer, you can optionally sign out, and your computer remains in the authorized state, allowing you to continue to perform import, export, copy and back up actions with your Marketplace assets, even if your Internet connection is not currently active.

Note that you will need an Internet connection to be able to sign in again to access the Deauthorize and Authorize options from the menu, as well as to initially synchronize with your online Line 6 account after making any new Marketplace purchase (see "License Synchronization").

## Authorize / Deauthorize Your Computer

It is necessary for your computer to be in the authorized state for performing any POD Go Edit **Import**, **Export**, **Copy/Paste** or **Backup/Restore** action that includes your purchased Marketplace IRs. Simply signing in to your Line 6 account will authorize your computer automatically.*

📌 ***NOTE:** It is permitted to authorize a maximum of 4 of your computers concurrently. If you've already authorized 4 computers, you can deauthorize one computer to free up one of your authorizations.*

### Deauthorizing You Computer

While signed in to your Line 6 account, choose the **Deauthorize Computer** command from the My Account menu and the brief online deauthorization process completes automatically. You'll see a confirmation dialog appear to indicate your deauthorized state. Additionally, deauthorizing your computer will also automatically sign you out of your Line 6 account.

When deauthorized, the POD Go Edit application still functions to provide all preset & IR librarian and signal flow editing tasks, however, premium Marketplace-purchased assets are not able to be imported or exported with the POD Go Edit app. You can choose **Authorize Computer** from the menu to authorize the computer again at any time, providing you have not exceeded the 4 computer authorization limit.

📌 ***Helix/HX Device & Helix Native Plugin Owners:** If you've already purchased and utilized premium Marketplace IRs, please also see the [Pilot's Guide](#) for HX Edit or Helix Native plugin for use with those products.*

## License Synchronization

Whenever you make a purchase from Marketplace, a license for each product you purchase is deposited into your online Line 6 account. For the POD Go Edit application to access your new licenses and effectively "unlock" your purchased assets, it needs to perform a "sync" process with your Line 6 account. **You must have an active Internet connection and be signed in within POD Go Edit on your next use of the app after your purchase for this license synchronization to occur.**

When you're signed in, this brief sync takes place automatically in POD Go Edit the next time you launch the application, or if already running, when you next click on the POD Go Edit app window. (Note that it may take up to 5 minutes before a sync occurs if POD Go Edit was already running.) Once the license sync has completed, an active Internet connection is not required for the use of these Marketplace purchased assets within POD Go Edit, or within your Helix hardware.

## Manage Account

Choose this menu option to be taken to the Line6.com **My Account** page, where you can view and update your Line 6 user account—view and manage add-ons and Marketplace purchases, register Line 6 gear, update your personal information, and more.

# Model Lists

To follow are the lists of all Effect, Amp, Speaker Cabinet & Microphone models included within POD Go devices, including descriptions of the original gear they are based on.* Models, in many cases, include some unique parameters, typically based on the controls found on the original gear we modeled. However, you will also find a set of options that are common to model category types, as described in the sections that follow.

## Effects Block Models

| Distortion | Dynamics | EQ | Modulation | Delay | Reverb | Pitch/Synth | Filter | Looper |
|---|---|---|---|---|---|---|---|---|
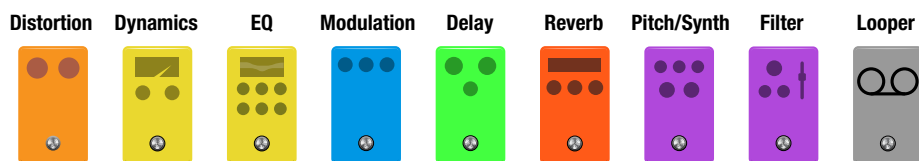
The following models are found within each of the device's Effects block category menus. The mono and stereo processing capabilities of effects models are as follows:

- Distortion, Dynamics, and Pitch/Synth category models are mono.
- EQ, Modulation, Delay, Reverb, and Filter category models are stereo.
- Wah and Volume models are stereo.
- Looper category models are, as indicated by their names, offered in both mono and stereo.

Mono models process in mono, as you'd expect, collapsing the stereo output of any block preceding it to mono. Stereo models process the signal as stereo-in, stereo-out. Bypassed blocks do not collapse any stereo signal fed into them.

### Distortion Models (Mono)

| Model | Based On* |
|---|---|
| Kinky Boost | Xotic® EP Booster |
| Deranged Master | Dallas Rangemaster Treble Booster |
| Minotaur | Klon® Centaur |
| Teemah! | Paul Cochrane Timmy® Overdrive |
| Heir Apparent | Analogman Prince of Tone |
| Alpaca Rouge | Way Huge® Red Llama |
| Compulsive Drive | Fulltone® OCD |

| Model | Based On* |
|---|---|
| Dhyana Drive | Hermida Zendrive |
| Horizon Drive | Horizon Precision Drive |
| Valve Driver | Chandler Tube Driver |
| Top Secret OD | DOD® OD-250 |
| Scream 808 | Ibanez® TS808 Tube Screamer® |
| Pillars | Earthquaker Devices® Plumes |
| Hedgehog D9 | MAXON® SD9 Sonic Distortion |
| Stupor OD | BOSS® SD-1 Overdrive |
| Deez One Vintage | BOSS DS-1 Distortion (Made-in-Japan) |
| Deez One Mod | BOSS DS-1 Distortion (Keeley modded) |
| Ratatoullie Dist | Pro Co RAT (with LM308 opamp) |
| Vermin Dist | Pro Co RAT |
| KWB | Benadrian Kowloon Walled Bunny Distortion |
| Swedish Chainsaw | Boss HM-2 Heavy Metal Distortion (MIJ) |
| Arbitrator Fuzz | Arbiter® Fuzz Face® |
| Pocket Fuzz | Jordan Boss Tone Fuzz |
| Bighorn Fuzz | '73 Electro-Harmonix® Ram's Head Big Muff Pi |
| Triangle Fuzz | Electro-Harmonix Big Muff Pi |
| Dark Dove Fuzz | Electro-Harmonix Russian Big Muff Pi |
| Ballistic Fuzz | Euthymia ICBM Fuzz |
| Industrial Fuzz | Z.Vex Fuzz Factory |
| Tycoctavia Fuzz | Tycobrahe® Octavia |
| Wringer Fuzz | Garbage's modded BOSS FZ-2 |
| Thrifter Fuzz | Line 6 Original |
| Xenomorph Fuzz | Subdecay Harmonic Antangonizer |
| Megaphone | Megaphone |
| Bitcrusher | Line 6 Original |
| Ampeg Scrambler | Ampeg® Scrambler Bass Overdrive |
| ZeroAmp Bass DI | Tech 21® SansAmp Bass Driver DI V1 |
| Obsidian 7000 | Darkglass® Electronics Microtubes® B7K Ultra |

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| Model | Based On* |
|---|---|
| Tube Drive | Chandler Tube Driver |
| Screamer | Ibanez Tube Screamer |
| Overdrive | DOD Overdrive/Preamp 250 |
| Classic Dist | ProCo RAT |
| Heavy Dist | BOSS Metal Zone |
| Colordrive | Colorsound® Overdriver |
| Buzz Saw | Maestro® Fuzz Tone |
| Facial Fuzz | Arbiter Fuzz Face |
| Jumbo Fuzz | Vox® Tone Bender |
| Fuzz Pi | Electro-Harmonix Big Muff Pi |
| Jet Fuzz | Roland Jet Phaser |
| L6 Drive | Colorsound Overdriver (modded) |
| L6 Distortion | Line 6 Original |
| Sub Oct Fuzz | PAiA Roctave Divider |
| Octave Fuzz | Tycobrahe Octavia |
| Bronze Master | Maestro Bass Brassmaster |
| Killer Z | Boss Metal Zone MT-2 |

## Dynamics Models (Mono)

| Model | Based On* |
|---|---|
| Deluxe Comp | Line 6 Original |
| Red Squeeze | MXR® Dyna Comp |
| Kinky Comp | Xotic SP Compressor |
| Ampeg Opto Comp | Ampeg Opto Comp Compressor |
| Rochester Comp | Ashly® CLX-52, created in conjunction with Billy Sheehan |
| LA Studio Comp | Teletronix® LA-2A® |
| 3-Band Comp | Line 6 Original |
| Noise Gate | Line 6 Original |
| Hard Gate | Line 6 Original |
| Horizon Gate | Horizon Precision Drive - Gate circuit |
| Autoswell | Line 6 Original |

| Model | Based On* |
|---|---|
| Tube Comp | Teletronix LA-2A |
| Red Comp | MXR Dyna Comp |
| Blue Comp | BOSS CS-1 |
| Blue Comp Treb | BOSS CS-1 (Treble switch on) |
| Vetta Comp | Line 6 Original |
| Vetta Juice | Line 6 Original |
| Boost Comp | MXR Micro Amp |

## Effects EQ and Preset EQ Models

The following EQ models are available within any Effects blocks, as well as within each preset's resident Preset EQ block. There's no difference between choosing any EQ model for one of the four available Effects blocks or using the Preset EQ block (except for the Acoustic Sim model's availability, as noted below). Note that we've made these two EQ types' icons slightly different, so you know which is which!

Effects EQ    Preset EQ
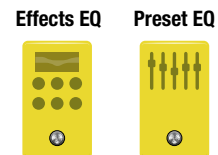
| Model | Based On* |
|---|---|
| Simple EQ | Line 6 Original |
| Low and High Cut | Line 6 Original |
| Low/High Shelf | Line 6 Original |
| Parametric | Line 6 Original |
| Tilt | Line 6 Original |
| 10 Band Graphic | MXR® 10-Band Graphic EQ |
| Cali Q Graphic | MESA/Boogie Mark IV Graphic EQ |
| Acoustic Sim | Line 6 Original |

**NOTE:** The **Acoustic Sim** model is available only for the Effects EQ and not for the Preset EQ block.

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## Modulation Models (Stereo)

| Model | Based On* |
| --- | --- |
| Optical Trem | Fender® optical tremolo circuit |
| 60s Bias Trem | Vox AC-15 Tremolo |
| Tremolo/Autopan | BOSS PN-2 |
| Harmonic Tremolo | Line 6 Original |
| Bleat Chop Trem | Lightfoot Labs Goatkeeper |
| Script Mod Phase | MXR Phase 90 |
| Pebble Phaser | Electro-Harmonix Small Stone phaser |
| Ubiquitous Vibe | Shin-ei Uni-Vibe® |
| FlexoVibe | Line 6 Original |
| Deluxe Phaser | Line 6 Original |
| Gray Flanger | MXR 117 Flanger |
| Harmonic Flanger | A/DA Flanger |
| Courtesan Flange | Electro-Harmonix Deluxe EM |
| Dynamix Flanger | Line 6 Original |
| Chorus | Line 6 Original |
| 70s Chorus | BOSS CE-1 |
| PlastiChorus | Modded Arion SCH-Z chorus |
| Ampeg Liquifier | Ampeg Liquifier Chorus |
| Trinity Chorus | Dytronics® Tri-Stereo Chorus |
| 4-Voice Chorus | Line 6 Original |
| Bubble Vibrato | BOSS VB-2 Vibrato |
| Vibe Rotary | Fender Vibratone |
| 122 Rotary | Leslie® 122 |
| 145 Rotary | Leslie 145 |
| Triple Rotary | Yamaha® RA-200 |
| Retro Reel | Line 6 Original |
| Double Take | Line 6 Original |
| AM Ring Mod | Line 6 Original |
| Pitch Ring Mod | Line 6 Original |
| Pattern Tremolo | Line 6 Original |
| Panner | Line 6 Original |

| Model | Based On* |
| --- | --- |
| Bias Tremolo | 1960 Vox AC-15 Tremolo |
| Opto Tremolo | 1964 Fender Deluxe Reverb |
| Script Phase | MXR Phase 90 (script logo version) |
| Panned Phaser | Ibanez Flying Pan |
| Barberpole | Line 6 Original |
| Dual Phaser | Mu-Tron® Bi-Phase |
| U-Vibe | Shin-ei Uni-Vibe |
| Phaser | MXR Phase 90 |
| Pitch Vibrato | BOSS VB-2 |
| Dimension | Roland Dimension D |
| Analog Chorus | BOSS CE-1 |
| Tri Chorus | Dytronics Tri-Stereo Chorus |
| Analog Flanger | MXR Flanger |
| Jet Flanger | A/DA Flanger |
| AC Flanger | MXR Flanger |
| 80A Flanger | A/DA Flanger |
| Frequency Shift | Line 6 Original |
| Ring Modulator | Line 6 Original |
| Rotary Drum | Fender Vibratone |
| Rotary Drum/Horn | Leslie 145 |
| Tape Eater | Line 6 Original |
| Warble-Matic | Line 6 Original |
| Random S&H | Line 6 Original |
| Sweeper | Line 6 Original |

## Delay Models (Stereo)

| Model | Based On* |
| --- | --- |
| Simple Delay | Line 6 Original |
| Mod/Chorus Echo | Line 6 Original |
| Dual Delay | Line 6 Original |
| Multitap 4 | Line 6 Original |
| Multitap 6 | Line 6 Original |

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| Model | Based On* |
|---|---|
| Ping Pong | Line 6 Original |
| Sweep Echo | Line 6 Original |
| Ducked Delay | TC Electronic® 2290 |
| Reverse Delay | Line 6 Original |
| Vintage Digital | Line 6 Original |
| Vintage Swell | Line 6 Original |
| Pitch Echo | Line 6 Original |
| Transistor Tape | Maestro Echoplex EP-3 |
| Harmony Delay | Line 6 Original |
| Bucket Brigade | BOSS DM-2 |
| Adriatic Delay | BOSS DM-2 w/ Adrian Mod |
| Adriatic Swell | Line 6 Original |
| Elephant Man | Electro-Harmonix Deluxe Memory Man |
| Multi Pass | Line 6 Original |
| Glitch Delay | Line 6 Original |
| Euclidean Delay | Line 6 Original |
| ADT | Line 6 Original |
| Crisscross | Line 6 Original |
| Tesselator | Line 6 Original |
| Ratchet | Line 6 Original |
| Ping Pong Legacy | Line 6 Original |
| Dynamic | TC Electronic 2290 |
| Stereo | Line 6 Original |
| Digital | Line 6 Original |
| Dig w/Mod | Line 6 Original |
| Reverse | Line 6 Original |
| Lo Res | Line 6 Original |
| Tube Echo | Maestro Echoplex EP-1 |
| Tape Echo | Maestro Echoplex EP-3 |
| Sweep Echo | Line 6 Original |
| Echo Platter | Binson® EchoRec® |
| Analog Echo | BOSS DM-2 |

| Model | Based On* |
|---|---|
| Analog w/Mod | Electro-Harmonix Deluxe Memory Man |
| Auto-Volume Echo | Line 6 Original |
| Multi-Head | Roland RE-101 Space Echo |
| Bubble Echo | Line 6 Original |
| Phaze Eko | Line 6 Original |

## Reverb Models (Stereo)

| Model | Based On* |
|---|---|
| Dynamic Hall | Line 6 Original |
| Dynamic Plate | Line 6 Original |
| Dynamic Room | Line 6 Original |
| Dynamic Ambience | Line 6 Original |
| Shimmer | Line 6 Original |
| Hot Springs | Line 6 Original |
| Glitz | Line 6 Original |
| Ganymede | Line 6 Original |
| Searchlights | Line 6 Original |
| Plateaux | Line 6 Original |
| Double Tank | Line 6 Original |
| Plate | Line 6 Original |
| Room | Line 6 Original |
| Chamber | Line 6 Original |
| Hall | Line 6 Original |
| Echo | Line 6 Original |
| Tile | Line 6 Original |
| Cave | Line 6 Original |
| Ducking | Line 6 Original |
| Octo | Line 6 Original |
| '63 Spring | Line 6 Original |
| Spring | Line 6 Original |
| Particle Verb | Line 6 Original |

*See "U.S. Registered Trademarks" on page 54  All product names used in this document are trademarks of their respective owners and neither Yamaha Guitar Group nor Line 6 are associated or affiliated with them.  These trademarks appear solely to identify products whose tones and sounds were studied by Line 6 during sound model development.

## Pitch/Synth Models (Mono)

| Model | Based On* |
|---|---|
| Pitch Wham | Digitech Whammy® |
| Twin Harmony | Eventide® H3000 |
| Simple Pitch | Line 6 Original |
| Dual Pitch | Line 6 Original |
| Boctaver | Boss OC-2 Octaver |
| 3 Note Generator | Line 6 Original |
| 4 OSC Generator | Line 6 Original |
| Bass Octaver | EBS® OctaBass |
| Smart Harmony | Eventide H3000 |
| Octi Synth | Line 6 Original |
| Synth O Matic | Line 6 Original |
| Attack Synth | Korg® X911 Guitar Synth |
| Synth String | Roland GR700 Guitar Synth |
| Growler | Line 6 Original |
| Buzz Wave | Line 6 Original |
| Rez Synth | Line 6 Original |
| Seismik Synth | Line 6 Original |
| Analog Synth | Line 6 Original |
| Synth Lead | Line 6 Original |
| String Theory | Line 6 Original |
| Synth FX | Line 6 Original |
| Saturn 5 Ring Mod | Line 6 Original |
| Synth Harmony | Line 6 Original |
| Double Bass | Line 6 Original |

## Filter Models (Stereo)

| Model | Based On* |
|---|---|
| Mutant Filter | Musitronics® Mu-Tron III |
| Mystery Filter | Korg A3 |
| Autofilter | Line 6 Original |
| Asheville Pattrn | Moog® Moogerfooger® MF-105M MuRF Filter |
| Voice Box | Line 6 Original |
| V Tron | Musitronics Mu-Tron III |
| Q Filter | Line 6 Original |
| Seeker | Z Vex Seek Wah |
| Obi Wah | Oberheim® voltage-controlled S&H filter |
| Tron Up | Musitronics Mu-Tron III (up position) |
| Tron Down | Musitronics Mu-Tron III (down position) |
| Throbber | Electrix® Filter Factory |
| Slow Filter | Line 6 Original |
| Spin Cycle | Craig Anderton's Wah/Anti-Wah |
| Comet Trails | Line 6 Original |

## Looper Models (Mono & Stereo)

| Model | Based On* |
|---|---|
| 6 Switch Mono Looper | Line 6 Original |
| 1 Switch Mono Looper | Line 6 Original |
| 6 Switch Stereo Looper | Line 6 Original |
| 1 Switch Stereo Looper | Line 6 Original |

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# Wah and Volume Block Models

**Wah**        **Volume**

WAH ● EXP 1      WAH ● EXP 1
VOL ● EXP 2      VOL ● EXP 2
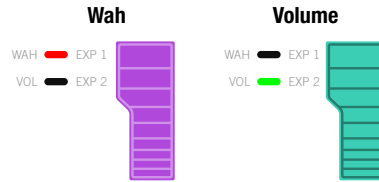
Every preset has one Wah block (automatically assigned to EXP 1) and one Volume block (automatically assigned to EXP 2). The following models are available for the Wah & Volume blocks. All models within these categories are stereo.

## Wah Models (Stereo)

| Model | Based On* |
|---|---|
| **UK Wah 846** | Vox V846 |
| **Teardrop 310** | Dunlop Cry Baby® Fasel model 310 |
| **Fassel** | Dunlop Cry Baby Super |
| **Weeper** | Arbiter Cry Baby |
| **Chrome** | Vox V847 |
| **Chrome Custom** | Modded Vox V847 |
| **Throaty** | RMC® Real McCoy 1 |
| **Vetta Wah** | Line 6 Original |
| **Colorful** | Colorsound Wah-fuzz |
| **Conductor** | Maestro Boomerang |

## Volume/Pan Models (Stereo)

| Model | Based On* |
|---|---|
| **Volume Pedal** | Line 6 Original |
| **Gain** | Line 6 Original |
| **Pan** | Line 6 Original |
| **Stereo Width** | Line 6 Original |

# Common FX Settings

| Parameter | Description |
|---|---|
| **Drive** | Adjusts the amount of overdrive, distortion, or fuzz. |
| **Bass** | Adjusts the bass level. |
| **Mid** | Adjusts the midrange level. |
| **Treble** | Adjusts the treble level. |
| **Speed** | Adjusts the speed of the effect, with higher settings providing faster rates. **Activate the model's Note Sync parameter to toggle between Hz and note values.** Choosing a Hz value provides a specific modulation speed in cycles per second; choosing a note value provides a time based on the current tempo. Not all Speed parameters can be synced to note values, as they may be non-linear and highly interactive. |
| **Rate** | Adjusts the rate of the effect, with higher settings providing faster rates. **Activate the model's Note Sync parameter to toggle between Hz and note values.** Not all Rate parameters can be synced to note values, as they may be non-linear and highly interactive. |
| **Time** | Adjusts the delay/repeat time, with higher settings providing longer delays. **Activate the model's Note Sync parameter to toggle between Hz and note values.** Choosing a ms value provides a specific time in milliseconds; choosing a note division value provides a time based on the current tempo. With a note division value, this parameter's value is retained when changing models. |
| **Depth** | Adjusts the intensity of the modulation. Higher settings result in more extreme pitch bending, wobble, or throb, depending on the effect. |
| **Feedback** | Adjusts the amount of delayed signal fed back into the effect. Higher settings can provide more dramatic textures. |
| **Decay** | Sets the length of time the reverb effect sustains. |
| **Predelay** | Determines the time before the reverb effect is heard. |
| **Scale** | On stereo delays, the Scale offers control over the left & right channel repeats proportionately. The left channel repeats following the Time value and the right channel will repeat at a time that is the percentage of the left time. For example, if a delay's Time is set for 1 second and the Scale set to 75%, the left channel will repeat at 1 second and the right at 750 milliseconds (ms). |
| **Spread** | Spread differs slightly among stereo delay effects. For most delays, it adjusts how widely the repeats bounce left and right. With the Ping Pong Delay, for example, 0 is in the middle (mono), and 10 is full left to right panning for the repeats.<br><br>For modulated stereo delays, Spread affects the LFOs' (low frequency oscillators) stereo modulation behavior. At 0 the LFOs are in sync. At 10, the two LFOs are 180 degrees out of sync, so that when one side is modulating up, the other side is modulating down. |

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| Parameter | Description |
|---|---|
| **Headroom** | Some mod and delay models' internal signal paths exhibit a bit of grit, especially when placed after a high-gain amp block. Negative values increase the perceived amount of grit; positive values clean things up a bit. At 0dB, the model behaves like the original pedal. |
| **Low Cut** | Filters a portion of the block's bass and/or treble frequencies, which can help remove rumble and/or high-end harshness. |
| **High Cut** | |
| **Mix** | Blends the effected "wet" signal vs. the "dry" signal passed through the block. When set to 0%, the path bypasses the effect completely. When set to 100%, the entire path is fed through the effect, and no dry thru signal is heard. |
| **Level** | Adjusts the overall output level of the effects block. Be careful not to boost this parameter too high on multiple blocks, as digital clipping could occur. You should typically leave this at 0.0dB for most blocks. Where the original pedal's level or volume knob behavior doesn't really apply to dB values, 0.0-10 may be used. |
| **Trails** | *Trails Off:* Any delay repeats or reverb decays are instantly muted when the block is bypassed. |
| | *Trails On:* Any delay repeats or reverb decays continue to decay naturally when the block is bypassed or a different snapshot is selected. |

# FX Loop Block

The FX Loop lets you dynamically insert your favorite external stompboxes (or rack effects) into any location in your preset, via the POD Go stereo TRS **Send** and **Return** jacks. You can select this block and set it to be Mono or Stereo as desired per preset.

**FX Loop Active**          **FX Loop Bypassed**
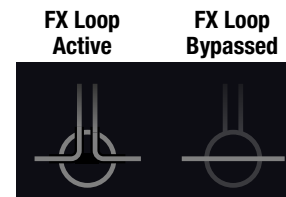


**NOTE:** Within your POD Go device's **Global Settings > Ins/Outs**, the FX Loop can be set for instrument (for inserting stompboxes) or line-level operation

## FX Loop Settings

| Page | Knob | Parameter | Description |
|---|---|---|---|
| | 1 | **Send** | Adjusts the level sent to your external device. |
| | 2 | **Return** | Adjusts the level received at the Return jack. |
| **1** | 3 | **Mix** | Blends the FX loop signal vs. the dry signal passed through the FX Loop block. When set to 0%, the path bypasses the FX loop completely. When set to 100%, the entire path is fed through the FX loop, and no dry thru signal is heard. |
| **2** | 1 | **Trails** | *Trails Off:* An external stompbox would be instantly muted when the FX Loop block is bypassed. *Trails On:* An external delay or reverb stompbox would continue to decay naturally when the FX Loop block is bypassed or a different snapshot is selected. |

# Amp/Preamp Block Models
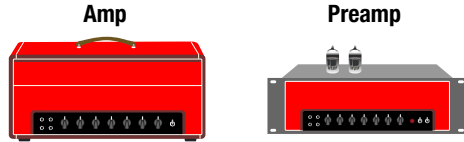
**Amp**     **Preamp**



The following guitar & bass amp and preamp models are found within the Amp/Preamp block category menus. Use an Amp category model along with your choice of speaker model within the Cab/IR block for a traditional amp tone.* Or, choose a Preamp category model for tone and character of just the preamp stage of the amplifier (this can be a great option when feeding your POD Go output into an external power amplifier). All Amp and Preamp category models are mono.

> *NOTE:* The **Link Amp/Cab** option within your device's **Global Settings** > **Preferences** determines whether the current preset's Cab block model automatically changes based on the Amp model you select within the Amp/Preamp block. If you prefer to choose your Cab block model independently within all presets, set the **Link Amp/Cab** option to **On**. See the list of ).

## Amp/Preamp Models (Mono)

| Model | Based On* |
|---|---|
| **WhoWatt 100** | Hiwatt® DR-103 Brill |
| **Soup Pro** | Supro® S6616 |
| **Stone Age 185** | Gibson® EH-185 |
| **Voltage Queen** | Victoria Electro King |
| **Tweed Blues Nrm** | Fender Bassman® (normal channel) |
| **Tweed Blues Brt** | Fender Bassman (bright channel) |
| **Fullerton Nrm** | Fender 5C3 Tweed Deluxe (normal channel) |
| **Fullerton Brt** | Fender 5C3 Tweed Deluxe (bright channel) |
| **Fullerton Jump** | Fender 5C3 Tweed Deluxe (jumped) |
| **GrammaticoLG Nrm** | Grammatico LaGrange (normal channel) |
| **GrammaticoLG Brt** | Grammatico LaGrange (bright channel) |
| **GrammaticoLGJump** | Grammatico LaGrange (jumped) |
| **US Small Tweed** | Fender Champ® |
| **US Princess** | Fender Princeton Reverb® |
| **US Deluxe Nrm** | Fender Deluxe Reverb® (normal channel) |
| **US Deluxe Vib** | Fender Deluxe Reverb (vibrato channel) |
| **US Double Nrm** | Fender Twin Reverb® (normal channel) |

| Model | Based On* |
|---|---|
| **US Double Vib** | Fender Twin Reverb (vibrato channel) |
| **Mail Order Twin** | Silvertone® 1484 |
| **Divided Duo** | ÷13 JRT 9/15 |
| **Interstate Zed** | Dr Z® Route 66 |
| **Derailed Ingrid** | Trainwreck® Circuits Express |
| **Grammatico GSG** | Grammatico GSG100 |
| **Jazz Rivet 120** | Roland® JC-120 Jazz Chorus |
| **Essex A15** | Vox AC-15 |
| **Essex A30** | Vox AC-30 with top boost |
| **A30 Fawn Nrm** | Vox AC-30 Fawn (normal channel) |
| **A30 Fawn Brt** | Vox AC-30 Fawn (bright channel) |
| **Matchstick Ch1** | Matchless® DC30 (channel 1) |
| **Matchstick Ch2** | Matchless DC30 (channel 2) |
| **Matchstick Jump** | Matchless DC30 (jumped) |
| **Mandarin 80** | Orange® OR80 |
| **Mandarin Rocker** | Orange Rockerverb 100 MkIII (dirty channel) |
| **Moo)))n Nrm** | Sunn® Model T (normal channel) |
| **Moo)))n Brt** | Sunn Model T (brite channel) |
| **Moo)))n Jump** | Sunn Model T (jumped channels) |
| **Brit J45 Nrm** | Marshall® JTM-45 (normal channel) |
| **Brit J45 Brt** | Marshall JTM-45 (bright channel) |
| **Brit Trem Nrm** | Marshall JTM-50 (normal channel) |
| **Brit Trem Brt** | Marshall JTM-50 (bright channel) |
| **Brit Trem Jump** | Marshall JTM-50 (jumped) |
| **Brit Plexi Nrm** | Marshall Super Lead 100 (normal channel) |
| **Brit Plexi Brt** | Marshall Super Lead 100 (bright channel) |
| **Brit Plexi Jump** | Marshall Super Lead 100 (jumped) |
| **Brit P75 Nrm** | Park® 75 (normal channel) |
| **Brit P75 Brt** | Park 75 (bright channel) |
| **Brit 2204** | Marshall JCM-800 |
| **Placater Clean** | Friedman BE-100 (clean channel) |
| **Placater Dirty** | Friedman BE-100 (BE/HBE channel) |

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| Model | Based On* |
|---|---|
| Cartographer | Ben Adrian Cartographer |
| German Mahadeva | Bogner® Shiva |
| German Ubersonic | Bogner Überschall® |
| Cali Texas Ch 1 | MESA/Boogie Lone Star® (clean channel) |
| Cali Texas Ch 2 | MESA/Boogie Lone Star (drive channel) |
| Cali IV Rhythm 1 | MESA/Boogie Mark IV (channel I) |
| Cali IV Rhythm 2 | MESA/Boogie Mark IV (channel II) |
| Cali IV Lead | MESA/Boogie Mark IV (lead channel) |
| Cali Rectifire | MESA/Boogie Dual Rectifier® |
| Archetype Clean | Paul Reed Smith® Archon® (clean channel) |
| Archetype Lead | Paul Reed Smith Archon (lead channel) |
| ANGL Meteor | ENGL® Fireball 100 |
| Solo Lead Clean | Soldano SLO-100 (clean channel) |
| Solo Lead Crunch | Soldano SLO-100 (crunch channel) |
| Solo Lead OD | Soldano SLO-100 (overdrive channel) |
| PV Panama | Peavey® 5150® |
| Revv Gen Purple | Revv® Generator 120 (purple [gain 1] channel) |
| Revv Gen Red | Revv Generator 120 (red [gain 2] channel) |
| Das Benzin Mega | Diezel VH4 (mega chanel) |
| Das Benzin Lead | Diezel VH4 (lead chanel) |
| Line 6 Ventoux | Line 6 Original |
| Line 6 Elmsley | Line 6 Original |
| Line 6 Elektrik | Line 6 Original |
| Line 6 Doom | Line 6 Original |
| Line 6 Epic | Line 6 Original |
| Line 6 2204 Mod | Line 6 Original |
| Line 6 Fatality | Line 6 Original |
| Line 6 Litigator | Line 6 Original |
| Line 6 Badonk | Line 6 Original |
| Ampeg B-15NF | Ampeg B-15NF Portaflex® |
| Ampeg SVT Nrm | Ampeg SVT® (normal channel) |

| Model | Based On* |
|---|---|
| Ampeg SVT Brt | Ampeg SVT (bright channel) |
| Ampeg SVT-4PRO | Ampeg SVT-4 PRO |
| Woody Blue | Acoustic® 360 |
| Agua Sledge | Aguilar® Tone Hammer |
| Agua 51 | Aguilar DB51 |
| Cali Bass | MESA/Boogie M9 Carbine |
| Cali 400 Ch1 | MESA/Boogie Bass 400+ (channel 1) |
| Cali 400 Ch2 | MESA/Boogie Bass 400+ (channel 2) |
| G Cougar 800 | Gallien-Krueger® GK 800RB |
| Del Sol 300 | Sunn® Coliseum 300 |
| Busy One Ch1 | Pearce BC-1 preamp (channel 1) |
| Busy One Ch2 | Pearce BC-1 preamp (channel 2) |
| Busy One Jump | Pearce BC-1 preamp (jumped) |
| Studio Tube Pre | Requisite Y7 mic preamp (Preamp list only) |

## Common Amp Settings

| Parameter | Description |
|---|---|
| Master | Adjusts the amount of power amp distortion. This parameter is highly interactive with all other power amp parameters—the lower the Master is set, the less effect the other controls will have. |
| Sag | Lower Sag values offer a "tighter" responsiveness for metal and djent playing; higher values provide more touch dynamics & sustain for blues and classic rock riffs. |
| Hum Ripple | Controls how much heater hum and AC ripple interacts with your tone. At higher settings, things get freaky. |
| Bias | Changes the Bias of the power tubes. Lower values achieve a "colder" Class AB biasing. At maximum, the amp is operating in Class A. |
| Bias X | Determines how the power amp tubes' voicing reacts when pushed hard. Set low for a tighter feel. Set high for more tube compression. This parameter is highly reactive with the Drive and Master settings. |

# Cab/IR Block Speaker Cabinet Models

**Cab**  **Legacy Cab**  **IR**

The following guitar and bass speaker cabinet models are available within the Cab category of the Cab/IR block.* All Cab & Legacy Cab models also include your choice of Mic model type used on the cab, as well as several mic settings (see the lists of Cab and Legacy Cab Microphone Models immediately following the respective Cab Models list in this section).

> **\*NOTE:** The **Link Amp/Cab** option within your device's **Global Settings** > **Preferences** determines whether the current preset's Cab block model automatically changes based on the Amp model you select within the Amp/Preamp block. If you prefer to choose your Cab block model independently within all presets, set the **Link Amp/Cab** option to **Off**. See the list of "Amp/Preamp Block Models" on page 48).

> **NOTE:** As an alternative to using the provided Cab or Legacy Cab models, you can choose the IR Category within the Cab/IR block and utilize your own IR files. Please see "IRs List" on page 10.

## Cab Model Types

As of POD Go Edit (and POD Go/POD Go Wireless device firmware), cab models found in the **Cab** subcategory utilize an all-new cab engine offering more accurate sonic detail and additional mic positioning options.

Don't worry—all the pre-v2.00 factory Cab models are all still included, now renamed as **Legacy Cabs** and in their own menu subcategory, as covered in "Legacy Cab Models" on page 52. Your pre-v2.00 presets will automatically load and utilize the Legacy Cabs, but you can certainly try out & save the new cabs in all your new and old presets!

## Cab Models (Mono)

| Model | Captured From* |
|---|---|
| 1x10 US Princess | 1x10" Fender Princeton Reverb |
| 1x12 Grammatico | 1x12" Grammatico LaGrange |
| 1x12 US Deluxe | 1x12" Fender Deluxe Oxford |
| 1x12 Open Cast | 1x12" Custom open-back, EVM12L |
| 1x12 Open Cream | 1x12" Custom open-back, G12M-65 |
| 1x12 Cali EXT | 1x12" MESA/Boogie Extension EVM12L |

| Model | Captured From* |
|---|---|
| 1x12 Blue Bell | 1x12" Vox AC-15, Blue Alnico |
| 2x12 Blue Bell | 2x12" Vox AC-30 Fawn Blue |
| 2x12 Silver Bell | 2x12" Vox AC-30TB, Silver Alnico |
| 2x12 Match H30 | 2x12" Matchless DC30, Custom G12H-30 |
| 2x12 Match G25 | 2x12" Matchless DC30, Custom G12M-35 |
| 2x12 Double C12N | 2x12" Fender Twin C12N |
| 2x12 Jazz Rivet | 2x12" Roland JC-120 |
| 2x12 Mail C12Q | 2x12" Silvertone 1484, Jensen C12Q |
| 2x12 Mandarin30 | 2x12" Orange, Vintage 30 |
| 4x10 Tweed P10R | 4x10" Fender Bassman P10R |
| 4x12 Greenback20 | 4x12" Marshall Basketweave G12M-20 |
| 4x12 Greenback25 | 4x12" Marshall Basketweave G12 M25 |
| 4x12 1960A T75 | 4x12" Marshall 1960A, G12T-75 |
| 4x12 Blackback30 | 4x12" Park 75, G12-H30 |
| 4x12 Brit V30 | 4x12" Marshall 1960AV, Vintage 30 |
| 4x12 Cali V30 | 4x12" MESA/Boogie 4FB, Vintage 30 |
| 4x12 Mandarin EM | 4x12" Orange, Eminence® |
| 4x12 MOO)))N T75 | 4x12" Sunn. G12T-75 |
| 4x12 Uber T75 | 4x12" Bogner Uberkab, G12T-75 |
| 4x12 Uber V30 | 4x12" Bogner Uberkab, V30 |
| 4x12 XXL V30 | 4x12" ENGL XXL. V30 |
| 1x12 Epicenter | 1x12" Epifani® Ultralight |
| 1x15 Ampeg B-15 | 1x15" Ampeg B-15 |
| 2x15 Brute | 2x15" MESA/Boogie 2x15 EV |
| 4x10 Garden | 4x10" Eden D410XLT |
| 4x10 AmpegPro | 4x10" Ampeg PR-410HLF |
| 8x10 SVT AV | 8x10" Ampeg SVT-810AV |

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## Cab Microphone Models

| Model | Captured From* |
|-------|----------------|
| **- GUITAR -** | |
| **57 Dynamic** | Shure® SM57 |
| **421 Dynamic** | Sennheiser MD 421-U |
| **7 Dynamic** | Shure SM7B |
| **906 Dynamic** | Sennheiser e906 |
| **30 Dynamic** | Heil Sound® PR 30 |
| **121 Ribbon** | Royer® R-121 |
| **160 Ribbon** | Beyerdynamic® M 160 |
| **4038 Ribbon** | Coles 4038 |
| **84 Ribbon** | AEA R84 |
| **414 Cond** | AKG® C414XLS |
| **47 Cond FET** | Neumann U47 FET |
| **67 Cond** | Neumann U67 |
| **- BASS -** | |
| **57 Dynamic** | Shure SM57 |
| **421 Dynamic** | Sennheiser MD 421-U |
| **7 Dynamic** | Shure SM7 |
| **88 Dynamic** | Beyerdynamic M88TG |
| **52 Dynamic** | Shure Beta 52A |
| **112 Dynamic** | AKG® D112 |
| **D6 Dynamic** | Audix® D6 |
| **40 Dynamic** | Heil Sound® PR 40 |
| **4038 Ribbon** | Coles 4038 |
| **414 Cond** | AKG C414XLS |
| **47 Cond FET** | Neumann U47 FET |
| **67 Cond** | Neumann U67 |

## Editing Cab Options

When a Cab block is selected from within the Model Browser, a graphical speaker/mic editor is displayed within the Edit View.* Here you can access the microphone positioning options, as well as adjust all available parameter sliders.

> **\*NOTE:** Legacy Cab type blocks include slightly different parameters and do not offer the graphical speaker/mic display—see
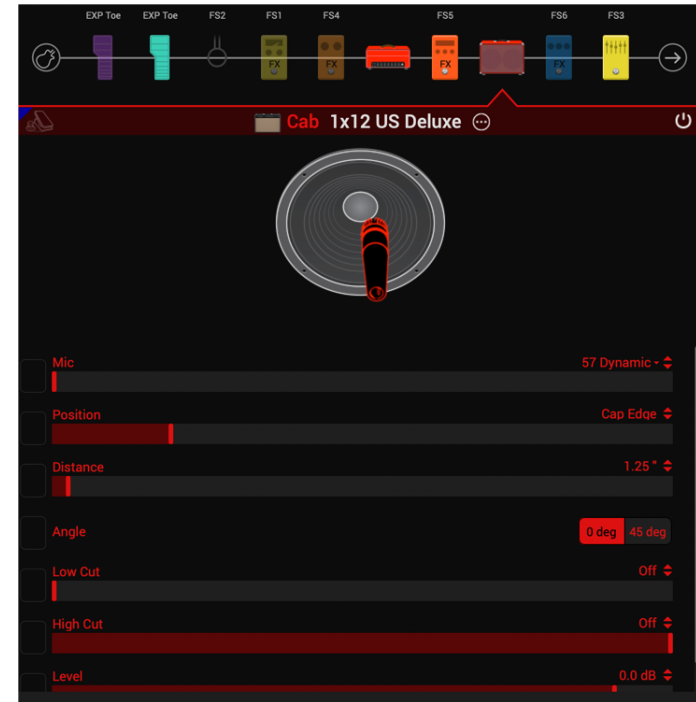


The Edit View - Cab block options

To follow are the parameters you'll see available when a **Cab** model is selected from the Model Browser.

> **TIP:** You can alternatively click and drag the microphone image itself left/right to adjust its Position, and up/down to adjust its Distance!

### Cab Parameters

| Parameter | Description |
|-----------|-------------|
| **Mic**† | Selects one of the available Guitar or Bass mic models. |
| **Position**† | Sets the left/right position of the mic, from the center to the edge of the speaker cone. |

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| Parameter | Description |
|---|---|
| Distance† | Sets the distance (1 inch to 12 inches) between the mic and the speaker. |
| Angle† | Selects the angle of the mic in relation to the speaker: 0 degrees (on-axis) or 45 degrees (off-axis). |
| Low Cut | Filters a portion of the cab's bass (from Off up to 500 Hz) and/or treble (from Off down to 500 Hz) frequencies, which can help remove rumble and/or high-end harshness. |
| High Cut | |
| Level | Adjusts the overall output level of the Cab. |

†**NOTE:** These parameters are not available for Expression Pedal (EXP 1 or EXP 2) Controller assignment.

# Legacy Cab Models

In addition to the preceding Cab Models, the following Legacy Cab Models are available within the **Cab/IR - Legacy Cab** subcategory menu (firmware v2.00 and later). All Cab models also include your choice of Legacy Mic model type used on the Cab, as well as several Mic settings (see the list of .

## Legacy Cab Models (Mono)

| Model | Based On* |
|---|---|
| Soup Pro Ellipse | 1 x 6x9" Supro S6616 |
| 1x8 Small Tweed | 1x8" Fender Champ |
| 1x10 US Princess | 1x10" Fender Princeton Reverb |
| 1x12 Field Coil | 1x12" Gibson EH185 |
| 1x12 Fullerton | 1x12" Fender 5C3 Tweed Deluxe |
| 1x12 Grammatico | 1x12" Grammatico LaGrange |
| 1x12 US Deluxe | 1x12" Fender Deluxe Oxford |
| 1x12 US Princess | 1x12" Fender Princeton Reverb |
| 1x12 Celest 12H | 1x12" ÷13 JRT 9/15 G12 H30 |
| 1x12 Blue Bell | 1x12" Vox AC-15 Blue |
| 1x12 Lead 80 | 1x12" Bogner Shiva CL80 |
| 1x12 Cali IV | 1x12" MESA/Boogie Mk IV |
| 1x12 Cali EXT | 1x12" MESA/Boogie EVM12L |
| 2x12 Double C12N | 2x12" Fender Twin C12N |
| 2x12 Mail C12Q | 2x12" Silvertone 1484 |

| Model | Based On* |
|---|---|
| 2x12 Interstate | 2x12" Dr Z Z Best V30 |
| 2x12 Jazz Rivet | 2x12" Roland JC-120 |
| 2x12 Silver Bell | 2x12" Vox AC-30TB Silver |
| 2x12 Blue Bell | 2x12" Vox AC-30 Fawn Blue |
| 2x12 Match H30 | 1x12" Matchless DC-30 G12H30 |
| 2x12 Match G25 | 1x12" Matchless DC-30 Greenback 25 |
| 4x10 Tweed P10R | 4x10" Fender Bassman P10R |
| 4x12 WhoWatt 100 | 4x12" Hiwatt AP Fane® |
| 4x12 Mandarin EM | 4x12" Orange Eminence® |
| 4x12 Greenback25 | 4x12" Marshall Basketweave G12 M25 |
| 4x12 Greenback20 | 4x12" Marshall Basketweave G12 M20 |
| 4x12 Blackback30 | 4x12" Park 75 G12 H30 |
| 4x12 1960 T75 | 4x12" Marshall 1960 AT75 |
| 4x12 Uber V30 | 4x12" Bogner Überkab V30 |
| 4x12 Uber T75 | 4x12" Bogner Überkab T75 |
| 4x12 Cali V30 | 4x12" MESA/Boogie 4FB V30 |
| 4x12 XXL V30 | 4x12" ENGL XXL V30 |
| 4x12 SoloLead EM | 4x12" Soldano |
| 1x12 Del Sol | 1x12" Sunn Coliseum |
| 1x15 Ampeg B-15 | 1x15" Ampeg B-15 |
| 1x18 Del Sol | 1x18" Sunn Coliseum |
| 1x18 Woody Blue | 1x18" Acoustic 360 |
| 2x15 Brute | 2x15" MESA/Boogie 2x15 EV |
| 4x10 Ampeg HLF | 4x10" Ampeg SVT 410HLF |
| 6x10 Cali Power | 6x10" MESA/Boogie Power House |
| 8x10 Ampeg SVT E | 8x10" Ampeg SVT |

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## Legacy Cab Microphone Models

| Model | Based On* |
|---|---|
| 57 Dynamic | Shure® SM57 |
| 409 Dynamic | Sennheiser® MD 409 |
| 421 Dynamic | Sennheiser MD 421-U |
| 30 Dynamic | Heil Sound® PR 30 |
| 20 Dynamic | Electro-Voice® RE20 |
| 121 Ribbon | Royer® R-121 |
| 160 Ribbon | Beyerdynamic® M 160 |
| 4038 Ribbon | Coles 4038 |
| 414 Cond | AKG® C414 TLII |
| 84 Cond | Neumann® KM84 |
| 67 Cond | Neumann U67 |
| 87 Cond | Neumann U87 |
| 47 Cond | Neumann U47 |
| 112 Dynamic | AKG D112 |
| 12 Dynamic | AKG D12 |
| 7 Dynamic | Shure SM7 |

## Editing Legacy Cab & Mic Settings

To follow are the parameters you'll see available in the Edit tab when a **Legacy Cab** model is selected. (Note that the **Legacy Cab** models offer several slider parameters, but do not display the graphical speaker/mic interface within the Edit tab as offered for the **Cab** models.)
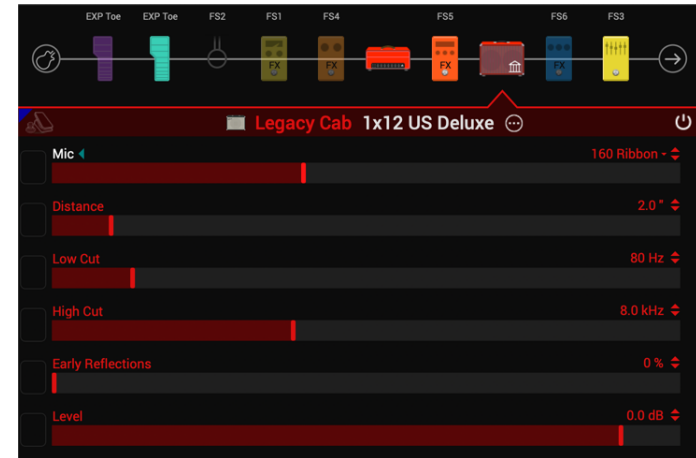


Editing a Legacy Cab's parameters

### Legacy Cab & Mic Settings

| Parameter | Description |
|---|---|
| **Mic** | Selects one of the Legacy Cab Mic models. |
| **Distance** | Sets the distance (1 inch to 12 inches) between the mic and the speaker grille. |
| **Low Cut** | Filters a portion of the cab's bass and/or treble frequencies, which can help remove rumble and/or high-end harshness. |
| **High Cut** | |
| **Early Reflections** | Sets the amount of early reflections. Higher values add more reflective room sound to your Amp tone. |
| **Level** | Adjusts the overall output level of the Cab. |

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# Keyboard Shortcuts

The following keyboard shortcuts are available to speed up tasks when working in the POD Go Edit application. Where indicated, some shortcuts require that "focus" be placed on a window, panel, or specific control to be able to trigger its function. To place focus within the desired window, press your **Tab** key to cycle focus between the **Librarian**, **Editor** and **Inspector** windows—you'll see a blue indicator appear in the top left corner of the window that has focus. Additionally, any individual element that is selected within the indicated panel also has focus and, therefore, is able to be triggered by its relevant keyboard shortcut(s). As shown in the examples below, the Librarian and its selected Factory setlist have focus, the Signal Flow and its selected Volume block have focus, and the Inspector - Edit panel and its selected Drive parameter have focus. (Note that the Model Select panel will have focus when it is displayed within the Inspector.)

Library focus -
Factory Setlist selected

Signal Flow focus -
Volume block selected

Inspector focus -
Amp - Drive parameter selected
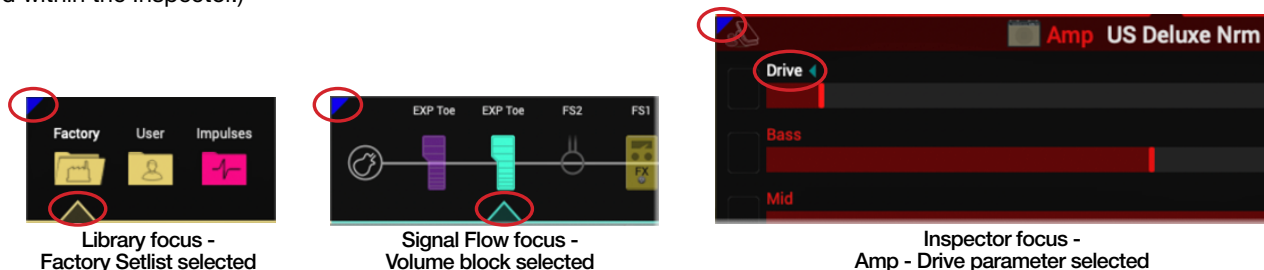
## Global Shortcuts

| Command | Mac | PC | Function - These shortcuts perform the following functions regardless of focus |
|---|---|---|---|
| Window Focus (forward) | Tab | | Toggles focus between the **Librarian**, **Signal Flow**, and **Inspector**—as indicated by blue triangle within the panel's top left corner (see above) |
| Window Focus (reverse) | Shift + Tab | | Performs same focus action as above, but rotates through **Librarian**, **Signal Flow** and **Inspector** in reverse order |
| Enter Tap Tempo | T | | "Tap" the key rhythmically to enter the system **Tap Tempo** value |
| Tap Tempo Mode | Shift + T | | Changes the Tap Tempo Mode Menu selection (**Per Snapshot**, **Per Preset** or **Global**) |
| Tap Tempo Value | Command + T | Ctrl + T | Selects Tap Tempo value edit box for numerical value entry |
| POD Go Pilot's Guide | N/A | F1 | Launches this PDF document you are now reading |
| About Box Window | N/A | Alt + ? / | Displays the About POD Go Edit window, containing application version information |

## POD Go Edit Menu Commands - Shortcuts (Mac only)

| Command | Mac | PC | Function - These shortcuts perform the following functions regardless of focus |
|---|---|---|---|
| Preferences | Command + < , | * | Opens Preferences window. |
| Quit POD Go Edit | Command + Q | * | Quits the POD Go Edit application. |

*See the **File Menu Commands** table for PC equivalent shortcuts.)

## File Menu Commands - Shortcuts

| Command | Mac | PC | Setlist Library Focus | IRs Library Focus | Signal Flow Panel Focus | Inspector Focus |
|---|---|---|---|---|---|---|
| Save Preset | Command + S | Ctrl + S | Saves the currently loaded preset into its existing Preset library location | | | |
| Save Preset As | Shift + Command + S | Ctrl + Shift + S | Displays the Save To Setlist window, where you can choose the Setlist and Preset library location | | | |
| Import Preset/IR | Command + I | Ctrl + I | Imports a preset into the currently-selected Setlist slot | Imports an IR into the currently-selected IR library slot | These shortcuts are functional and act upon the Setlist or IRs panel that is currently displayed | |
| Export Preset/IR | Command + E | Ctrl + E | Exports the currently-selected preset | Exports the currently-selected IR | | |
| Import Setlist | Alt Option + Command + I | Ctrl + Alt + I | Imports a setlist, replacing the current setlist and its presets | No function | These shortcuts are functional whenever the Factory or User setlist is displayed within the library | |
| Export Setlist | Alt Option + Command + E | Ctrl + Alt + E | Exports the current setlist and its presets as a setlist file to your computer | | | |
| Preferences | * | Alt + Enter Return | Opens the Preferences window (use **ESC** to close the window) | | | |
| Quit | * | Ctrl + Q | Quits the POD Go Edit application | | | |

*See the **POD Go Edit Menu Commands** table for Mac equivalent shortcuts.

## Edit Menu Commands - Shortcuts

| Command | Mac | PC | Setlist Library Focus | IRs Library Focus | Signal Flow Panel Focus | Inspector Focus |
|---|---|---|---|---|---|---|
| Undo | Command + Z | Ctrl + Z | No function | No function | Reverses the last supported block or signal flow action | Reverses the last supported action |
| Redo | Shift + Command + Z | Ctrl + Shift + Z | No function | No function | Reverses the last Undo action within the signal flow | Reverses the last Undo action |
| Cut | Command + X | Ctrl + X | No function | No function | Copies the selected block & its settings to the clipboard and deletes the block from the signal flow | No function |
| Copy | Command + C | Ctrl + C | Copies the currently-selected preset (in its last-saved state) to the clipboard | Copies the currently-selected IR (with its current settings) to the clipboard | Copies the selected block (with its current settings) to the clipboard | No function |
| Paste | Command + V | Ctrl + V | Pastes the last-copied preset from the clipboard into the selected preset location | Pastes the last-copied IR from the clipboard into the selected IR location | Pastes the last-copied block from the clipboard into the selected block location | No function |

| Command | Mac | PC | Setlist Library Focus | IRs Library Focus | Signal Flow Panel Focus | Inspector Focus |
|---|---|---|---|---|---|---|
| Clear | ⌘ Command + Delete | Delete | No function | Clears the selected IR location(s) | (Effects type blocks only) Clears the block's model | No function |
| Select All | ⌘ Command + A | Ctrl + A | Selects all 128 preset locations within the current setlist | Selects all 128 IR locations within the IRs list | No function | No function |
| Rename | ⌘ Command + R | Ctrl + R | Allows the selected preset to be renamed | Allows the selected IR to be renamed | Allows the currently loaded preset to be renamed | |

## Snapshots Menu Commands - Shortcuts

| Command | Mac | PC | Setlist Library Focus | IRs Library Focus | Signal Flow Panel Focus | Inspector Focus |
|---|---|---|---|---|---|---|
| Copy Snapshot | Shift + ⌘ Command + C | Ctrl + Shift + C | Copies the currently loaded snapshot to the clipboard | | | |
| Paste Snapshot | Shift + ⌘ Command + V | Ctrl + Shift + V | Pastes the last-copied snapshot contents from the clipboard into the current snapshot | | | |
| Snapshot 1 | ⌘ Command + 1 | Ctrl + 1 | Loads Snapshot 1 | | | |
| Snapshot 2 | ⌘ Command + 2 | Ctrl + 2 | Loads Snapshot 2 | | | |
| Snapshot 3 | ⌘ Command + 3 | Ctrl + 3 | Loads Snapshot 3 | | | |
| Snapshot 4 | ⌘ Command + 4 | Ctrl + 4 | Loads Snapshot 4 | | | |

## Window Menu Commands - Shortcuts

| Command | Mac | PC | Setlist or IRs Library Focus | Signal Flow Panel Focus | Inspector Focus |
|---|---|---|---|---|---|
| Show or Hide Bypass/Control Window | ⌘ Command + B | Ctrl + B | Shows or hides the Bypass/Control window within the Edit panel Note that this shortcut and menu command is only available when the Edit panel is displayed within the Inspector | | |
| Open Global EQ Window | ⌘ Command + G | Ctrl + G | Opens (and places focus in) the Global EQ window | | |

## Devices Menu Commands - Shortcuts

| Command | Mac | PC | Function - These shortcuts perform the following functions regardless of focus |
|---|---|---|---|
| Select Device's POD Go Edit App Window | ⌥ option + ⌘ command + 0 ... | Alt + 0 ... | Displays and makes the chosen POD Go or POD Go Wireless device's application window the selected, foreground window. Devices are enumerated starting with "0," and are selected using the respective device number in the shortcut |

## Setlist & IRs Librarian Panels - Shortcuts

| Command | Mac | PC | Setlist Library Focus | IRs Library Focus |
|---|---|---|---|---|
| Factory Setlist Library | | [F] | Displays and changes focus to the Factory Setlist Library panel | |
| User Setlist Library | | [U] | Displays and changes focus to the User Setlist Library panel | |
| IRs Library | | [I] | Displays and changes focus to the IRs Library panel | |
| Display Context Menu | [Ctrl]+🖱 or 🖱(right) or [Shift]+[Enter Return] | 🖱(right) or [Shift]+[Enter Return] | Displays the context menu for the selected preset location (Navigate an open menu using **Up/Down Arrow** keys and **ENTER** key to make selection. Use **ESC** key to dismiss menu.) | Displays the context menu for the selected IR location (Navigate an open menu using **Up/Down Arrow** keys and **ENTER** key to make selection. Use **ESC** key to dismiss menu.) |
| Change Setlist/IRs List Focus | [◄] [►] | | Changes focus between the Factory setlist, User setlist and IRs library | |
| Navigate Selection | [▲] [▼] | | Navigates the preset selection within the current setlist | Navigates the IR selection within the IRs list |
| Extend Selection | [Shift]+[▲][▼] | | Extends the preset selection within the current setlist | Extends the IR selection within the IRs list |
| Contiguous Multi-select | [Shift]+🖱 | | Selects contiguous multiple presets within the current setlist | Selects contiguous multiple IRs within the IRs list |
| Non-contiguous Multi-select | [⌘ Command]+🖱 | [Ctrl]+🖱 | Selects non-contiguous multiple presets within the current setlist | Selects non-contiguous multiple IRs within the IRs list |
| Rename Preset/IR | 🖱 Delay click | | Renames the clicked preset (click once and then a 2nd time 1/3 of a second or later) | Renames the clicked IR (click once and then a 2nd time 1/3 of a second or later) |

## Signal Flow Panel - Shortcuts

| Command | Mac | PC | Function - These shortcuts perform the following functions when the Signal Flow panel has focus |
|---|---|---|---|
| Navigate Selection | [◄][▲][▼][►] | | Selects and cycles through blocks within the Signal Flow |
| Display Block Context Menu | [Shift]+[Enter Return] or [Ctrl]+🖱 or 🖱(right) | [Shift]+[Enter Return] or 🖱(right) | Displays the block's context menu<br>*NOTE:* Open context menus can be navigated by arrow keys, where **ENTER** makes a selection, and **ESC** dismisses the open menu |
| Block Bypass Toggle | [Spacebar] | | Toggles the bypass state of the selected block |
| Amp Block Select | [A] | | Selects the Amp block in the current preset |

| Command | Mac | PC | Function - These shortcuts perform the following functions when the Signal Flow panel has focus |
|---|---|---|---|
| Cab/IR Block Select | | C | Selects the Cab/IR block in the current preset |
| Volume Block Select | | V | Selects the Volume block in the current preset |
| Wah Block Select | | W | Selects the Wah block in the current preset |
| FX Loop Block Select | | F | Selects the FX Loop block in the current preset |
| Preset EQ Block Select | | E | Selects the Preset EQ block in the current preset |
| 1st Effects Block Select | | 1 | Selects the first Effects block in the current preset |
| 2nd Effects Block Select | | 2 | Selects the second Effects block in the current preset |
| 3rd Effects Block Select | | 3 | Selects the third Effects block in the current preset |
| 4th Effects Block Select | | 4 | Selects the fourth Effects block in the current preset |
| Input Block Select | | I | Selects the Input block in the current preset |
| Output Block Select | | O | Selects the Output block in the current preset |
| Block Select | Single-click | | Click on any block to select it |
| Display Edit Panel | Double-click | | Double-click on any block (or select a block and hit the Enter/Return key) to display the Edit panel within the Inspector, with the current model's parameters displayed for editing |
| Display Model Selector | | M | Displays the Model Selector panel within the Inspector to choose a model for the selected block |

## Edit Panel - Shortcuts

| Command | Mac | PC | Inspector - Edit Panel Focus* |
|---|---|---|---|
| Display Model Selector | | M | Displays the Model Selector panel within the Inspector |
| Show or Hide Bypass/Control Window | ⌘ Command + B | Ctrl + B | Displays and closes the Bypass/Control window<br>Note that this command is only available while the Inspector is displaying the Edit panel, and not when the Model Select panel is displayed. |
| Change Focus Between Edit Panel and Bypass/Control Window | Shift + ◄ ► | | Moves the focus between the Edit panel's parameters and the Bypass/Control window options (when displayed). The left and right arrow buttons can then be used to select items within the current window. |

## Edit Panel - Parameter Shortcuts

| Command | Mac | PC | Individual Parameter Focus* |
|---|---|---|---|
| Select Previous/Next | ◄ ► | | Selects the previous or next parameter or control. |
| Snapshot Assign | Alt + 🖱 | | Alt+Click directly on any parameter to quickly assign its value to a Snapshots controller (or to clear an existing Snapshot assignment). Alternatively, press **S** to assign or unassign the currently selected parameter |
| Reset to Default | ⌘ Command + 🖱 | Ctrl + 🖱 | Click on any parameter slider to reset it to its default value. Alternatively, press **D** to reset the currently selected parameter |
| Adjust Value Fine | ▲ ▼ or + = / – | | Increments/decrements parameter value - fine adjustment |
| Adjust Value Coarse | Shift + ▲ ▼ or Shift + + = / – | | Increments/decrements parameter value - coarse adjustment |
| Edit Numerical Value | Enter Return or 🖱 Double-click | | Edits a parameter's numerical value or shows the drop-down menu, if available, for discrete parameter choices. (Navigate an open menu using **Up/Down Arrow** keys and **ENTER** key or double-click to make selection. Use **ESC** key to dismiss menu.) |
| Open the Select a Controller Panel | Shift + Enter Return or 🖱 Right-click | | Opens the selected parameter's Select a controller panel for quick controller assignment options |
| Note Sync On/Off | N | | For "Note Sync" capable parameters (indicated by the 🕐 button to the right of the slider), this toggles the functionality between Note Sync and ms/Hz |

*The parameter that has focus is indicated by the parameter name in white text, and with a turquoise colored arrow ◄ to the right of its text label.

## Edit Panel - Bypass/Control Window Shortcuts

| Command | Mac | PC | Individual Control Focus* |
|---|---|---|---|
| **Change Focus Within Window** | **Shift** + ◄ ► | | Moves the focus between the different types of controls within the Bypass/Control window—Parameter menu, Controller selectors, and parameter sliders |
| | | | Use **Shift + Left Arrow** to move focus back to the Edit panel's parameters |
| **Parameter Menu Open - Accept** | **Enter Return** | | When the Parameter menu has focus, press to open menu. Use **Up/Down Arrow** keys to navigate the open menu's list (see next item), press **Enter/Return** to accept the highlighted menu item |
| | | | Use **ESC** to dismiss the open menu |
| **Navigate Parameter Menu List** | ▲ ▼ | | When the Parameter menu has focus, these keys navigate the menu list:<br>-When menu is closed, the next/previous menu item is selected.<br>-When menu is open, the keys navigate the menu list options, and you can use **Enter/Return** to accept the current menu list item |
| | | | When Min., Max., Position, or Wait parameter slider has focus, these keys adjust the value |
| **Open Controller Assignments List** | **A** | | When any FS or EXP Controller selector has focus, use **A** to open the controller's Assignments List window |
| | | | Use **Enter/Return** or **ESC** to close the Assignments List window |

*The individual control within the Bypass/Control window that has focus is indicated with a turquoise colored arrow ▶ to its left, or an outline. Note that many of the Edit panel - parameter shortcuts in table above also work on controls within this window, where applicable.

## Model Select Panel - Shortcuts

| Command | Mac | PC | Inspector - Model Select Panel Focus |
|---|---|---|---|
| **Display Edit Panel** | 🖱 Double-click | | Double-click on any model within the Model Select panel, or on any block within the Signal Flow to display the Edit panel within the Inspector, with the current model's parameters displayed for editing |
| **Change Focus Between Model and Category Lists** | **Shift** + ▲ ▼ | | Moves the focus between the Model grid list and the Category list, which then allows you to use the left and right arrow keys to select a model or category (see next item)<br>*NOTE:* A turquoise triangle ▶ appears at the left of the Category list when it has focus |
| **Select Previous/Next (horizontally)** | ◄ ► | | Selects the previous or next model (horizontally within the Model grid, when it has focus), or previous or next category (when the Category list at the top of the panel has focus) |
| **Select Previous/Next (vertically)** | ▲ ▼ | | Selects the previous or next model (vertically within the model grid, when it has focus) |

# Block - Category Shortcuts

When an Amp/Preamp, Cab/IR, or any one of the four Effects blocks is selected within the Signal Flow, and then focus placed specifically on the Category list at the top of the Model Select panel, you can use the following shortcuts to choose the block's category, and display the category's models.

## Amp/Cab Category - Shortcuts

| Mac or PC | When the Amp/Cab block is selected, and the Category list has focus |
|---|---|
| Shift + A | Selects Amp category |
| Shift + P | Selects Preamp category |

## Cab/IR Category - Shortcuts

| Mac or PC | When Cab/IR block is selected, and the Category list has focus |
|---|---|
| Shift + C | Selects Cab category |
| Shift + I | Selects IR category |

## Effects Category - Shortcuts

| Mac or PC | When any one of the four Effects Blocks is selected, and the Category list has focus |
|---|---|
| Shift + D | Selects Distortion category |
| Shift + Y | Selects Dynamics category |
| Shift + E | Selects EQ category |
| Shift + M | Selects Modulation category |
| Shift + L | Selects Delay category |
| Shift + R | Selects Reverb category |
| Shift + P | Selects Pitch/Synth category |
| Shift + F | Selects Filter category |
| Shift + O | Selects Looper category |

# Global EQ & Preferences Window Shortcuts

Focus is automatically placed within the Global EQ and Preferences windows whenever they are opened, allowing selection navigation and adjustment of most controls.

## Global EQ Window - Shortcuts

| Command | Mac | PC | Function |
|---|---|---|---|
| **Any Control Has Focus** | | | |
| Open Global EQ | ⌘ Command + G | Ctrl + G | Opens the Global EQ Window<br>You can use **ESC** to close the open Global EQ window |
| Focus Next | Tab | | Moves focus to next control |
| Focus Previous | Shift + Tab | | Moves focus to previous control |
| Reset | R | | Invokes the Reset button to set all parameters "flat" |
| Bypass | B | | Toggles the Global EQ Bypass |

| Command | Mac | PC | Function |
|---|---|---|---|
| **EQ Graph Pane Focus** | | | |
| **Low Cut** | | `1` | Selects the Low Cut node |
| **Low Peak** | | `2` | Selects the Low Peak node |
| **Mid Peak** | | `3` | Selects the Mid Peak node |
| **High Peak** | | `4` | Selects the High Peak node |
| **High Cut** | | `5` | Selects the High Cut node |
| **Adjust Edit Node - Fine** | | `◄` `▲`/`▼` `►` | Adjusts the selected edit node in small increments<br>Use the numbered keys above to select the desired node, then use **Up/Down** keys to edit Gain and **Left/Right** arrow keys to edit Frequency |
| **Adjust Edit Node - Coarse** | | `Shift` + `◄` `▲`/`▼` `►` | Adjusts the selected edit node in large increments<br>Use the numbered keys above to select the desired node, then use **Up/Down** keys to edit Gain and **Left/Right** arrow keys to edit Frequency |
| **Increment Q Value - Fine** | | `Q` | Increments the selected node's Q parameter value by 0.1 |
| **Increment Q Value - Coarse** | | `Shift` + `Q` | Increments the selected node's Q parameter value by 1.0 |
| **Decrement Q Value - Fine** | | `Ctrl` + `Q` | Decrements the selected node's Q parameter value by 0.1 |
| **Decrement Q Value - Coarse** | | `Ctrl` + `Shift` + `Q` | Decrements the selected node's Q parameter value by 1.0 |
| **Control-Specific Focus (as indicated)** | | | |
| **Reset** | | `Enter Return` | When the Reset button has focus—Resets all parameters to default "flat" values |
| **Bypass** | | `Spacebar` | When the Bypass button has focus—Toggles Global EQ Bypass |
| **Close Window** | | `Enter Return` | When the Done button has focus—Triggers the Done button to exit the Global EQ window. Optionally, you can use the **ESC** key to close the window |

## Preferences Window - Shortcuts

| Command | Mac | PC | Function |
|---|---|---|---|
| **Open Window** | `⌘ Command` + `< ,` | `Alt` + `Enter Return` | Opens the Preferences window |
| **Close Window** | | `Enter Return` | When the Preferences window is open, triggers the Close button to exit the window. You can also use the **ESC** key to close the window |

# Additional Mouse Behaviors

But wait, there's more! To follow are additional time-saving gestures using your mouse wheel or mouse buttons.

- Hover your mouse cursor over any block within the Signal Flow to access its Bypass and Clear buttons
- Use your mouse wheel while hovering over...
  - Any parameter slider and adjust its value
  - Any scroll bar to scroll the panel's contents, such as within the Presets and IRs lists and Edit and Bypass/Controller Assign tabs
  - The Snapshots menu to load a different snapshot
  - The numerical Tap Tempo control to increment/decrement the tempo value
  - The Setlist menu to load a different setlist
- Within the Presets library list, Alt/Option + Left-click (Mac) or Ctrl + Left-click (PC) and drag and drop any preset (or multiple selected presets) to **copy** into new preset slot locations, overwriting the presets that currently exist there. (Dragging and dropping a preset without using a modifier key **moves** the preset and reorders them within your setlist.)
- Just try right-clicking (or Ctrl+Left-clicking on Mac) on different items within the application, and you may just discover a handy menu of commands you didn't know about!

# Updater & Additional Resources

## POD Go Edit and Device Firmware Updater

A software and firmware **Updater** is built right into the POD Go Edit application for your convenience! With POD Go connected and an active Internet connection, when you launch POD Go Edit it will automatically check to see if you're using the latest version of both the POD Go Edit application and the firmware for your POD Go device. For POD Go Wireless devices, when your Relay G10T or G10TII is connected to the POD Go Guitar In jack, POD Go Edit (v1.30 and later) will also offer available firmware updates for your transmitter. It is highly recommended always to use the latest versions to benefit from the latest features and the smoothest product compatibility.

> 📌 **NOTE:** If you wish to install any firmware version other than the latest, and/or have no Internet connection on your current computer, you must use the separate **Line 6 Central** application—see .

### To Check For and Install Updates

Once you've installed POD Go Edit v1.30 (or later), just use the following steps.

1. Connect your POD Go device to your computer's USB port. If you're using POD Go Wireless, connect your Relay G10T/G10TII transmitter to the POD Go Guitar In jack. Power on your POD Go device and launch POD Go Edit.

2. Sign In: If you have not already done so, click the **My Account** button at the lower left of the POD Go Edit window. Choose **Sign In**, enter your **Username** and **Password**, and click **Sign in**. If you have not yet created one, click **Create a Line 6 Account** in the Sign In window to go to the line6.com website, create your free account, and then return to POD Go Edit and sign in.
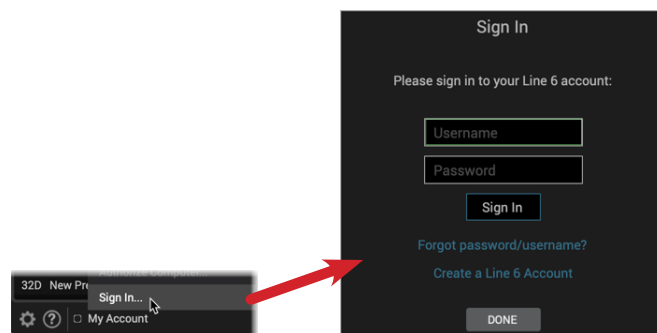
Signing in to your Line 6 account within POD Go Edit

3. If updates are available, you'll be prompted.
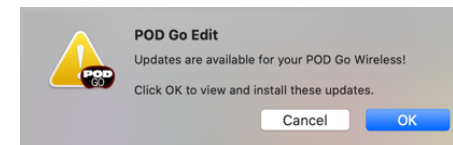
4. Click **OK**, and you'll be presented with the available updates and their version info. You'll also see the [Updates available!] notification at the bottom of the main POD Go Edit app window, which you can click at any time to display the updates. If no app or firmware options appear for your device, then you already have the latest versions.
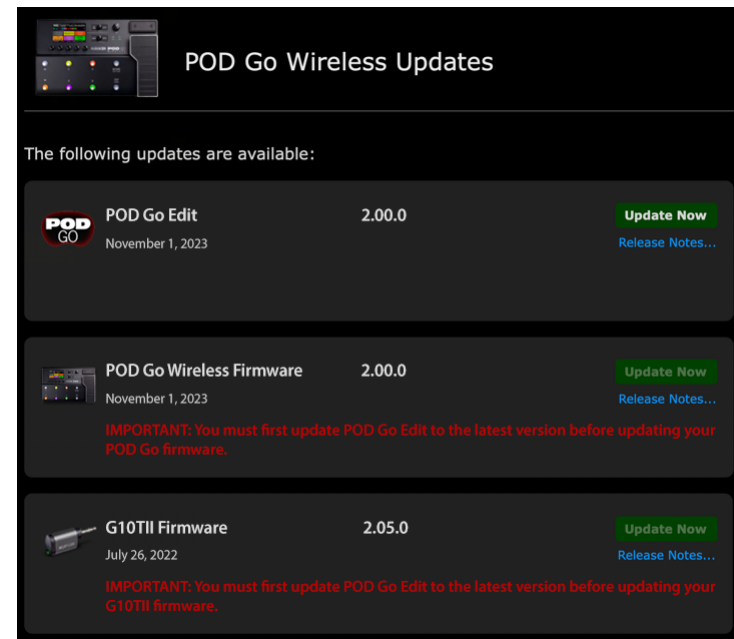
In our example above, there are available updates for POD Go Edit and the firmware for both the POD Go Wireless device and G10TII transmitter.* Note that only the POD Go Edit **Update Now** button is selectable—*you must update the application first before updating your devices' firmware*.

> ⚠️ **IMPORTANT!** Please be sure to click and read the *Release Notes* for available updates *first*. There may be specific instructions for the order and procedure to perform the update, depending on your device and computer system.

5. Click **Update Now** for POD Go Edit and you will be prompted to download the application installer (this download allows you to have the installer on your computer in case you need to run it again in the future). Click **OK** and choose your download location to start the download.

6. Once the download completes, you'll be prompted to run the POD Go Edit application installer.
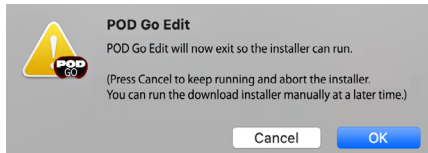


Click **OK** to proceed. Follow the instructions in the installer screens and complete the POD Go Edit installation.

## Updating the POD Go or POD Go Wireless Firmware

1. Once you've completed the POD Go Edit application update in the preceding steps, the POD Go Edit Updater will again prompt you that updates are available. Click **OK,**for the prompt, and you'll be presented with the available firmware update(s).
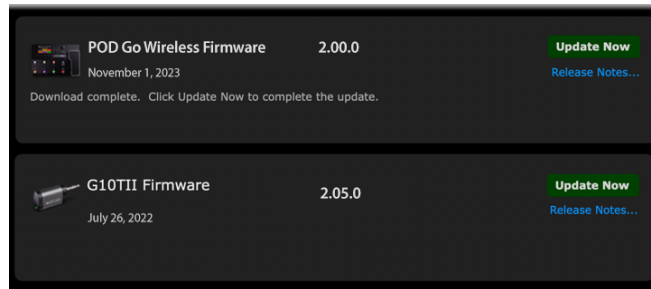


2. Click the **Update Now** button and allow the POD Go or POD Go Wireless firmware updater to start and walk you through the following steps.
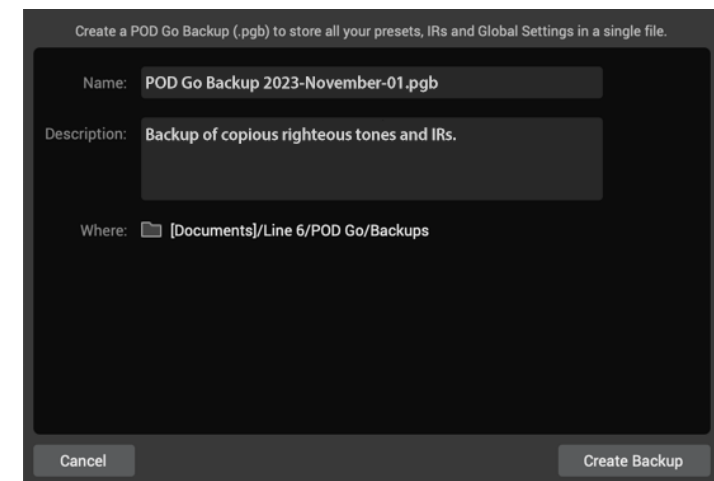
> 📌 **POD Go Wireless Users:** It is recommended that you update your POD Go Wireless firmware first, before updating your Relay G10T/G10TII firmware.
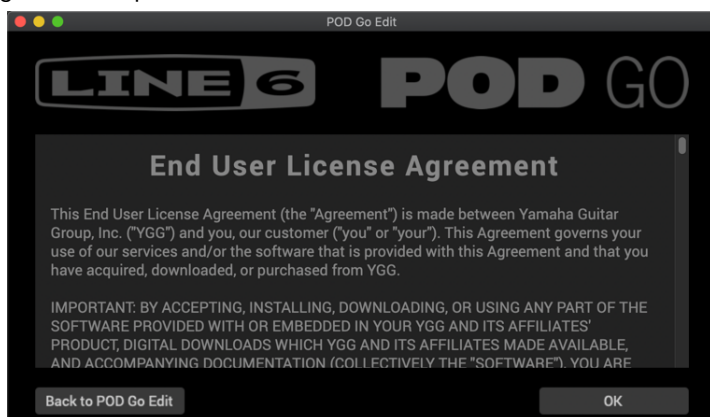
• **Create Backup**: You are prompted to create a backup, including all your device's Presets, Setlists, IRs, User Model Defaults, and Global Settings. Click **OK** to continue.
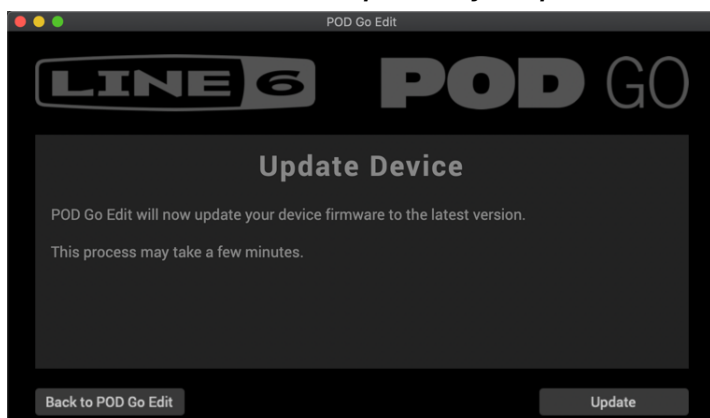


• Optionally, you can customize the title, description, and save location for your Backup file within the Create Backup window (see for details). Click the **Create Backup** button to proceed.

- **End User License Agreement**: You must agree to the terms of the License Agreement to perform the firmware installation. Read and click **OK** to continue.



- **Update Device**: Click **Update** and the Updater does its thing—simply sit back and wait for the update to run, as indicated by the status bar at the bottom of the next screen. ***It is especially important not to disturb the device's controls and cable connections until the update fully completes!***



- **Update Complete**: Once finished, you'll see the Update Complete screen. Read and perform any specific mentioned steps and click **Back to POD Go Edit**. You'll then be reconnected to the POD Go Edit app—ready to start using the new firmware!
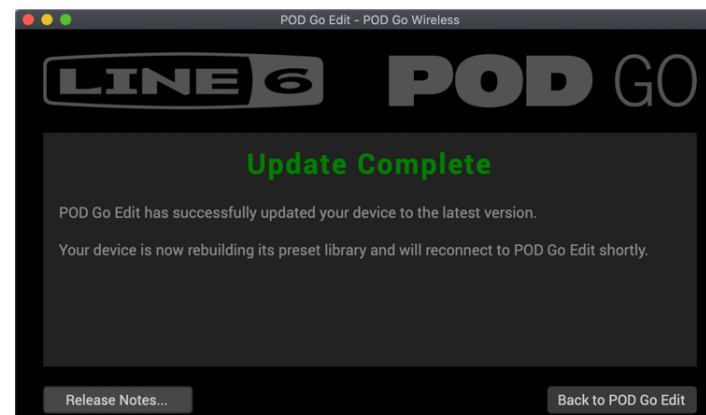


While the presets on your device will not be altered, some minor sonic changes may still occur with some firmware updates, as noted within any firmware's *Release Notes*. If using a POD Go Wireless device, connect your Relay transmitter into its Guitar In jack and return to the main POD Go Edit screen to check its firmware–see the next section.

## Updating the Relay G10T/G10TII Firmware

1.  Once you've completed the available software and firmware updates in the preceding steps, the POD Go Edit Updater will again prompt you when a Relay G10T/G10TII firmware update is available. Click **OK** on the **Update Available** prompt, and you'll be presented with available update.
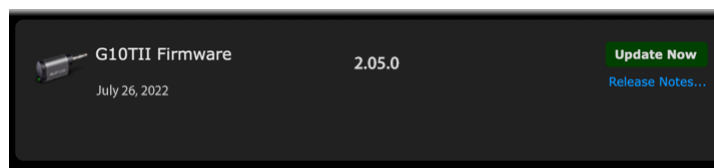


2.  Click the **Update Now** button and allow the Relay G10T or G10TII firmware updater to start and walk you through the steps.

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- **End User License Agreement**: You must agree to the terms of the License Agreement to perform the firmware installation. Read and click **OK** to continue.
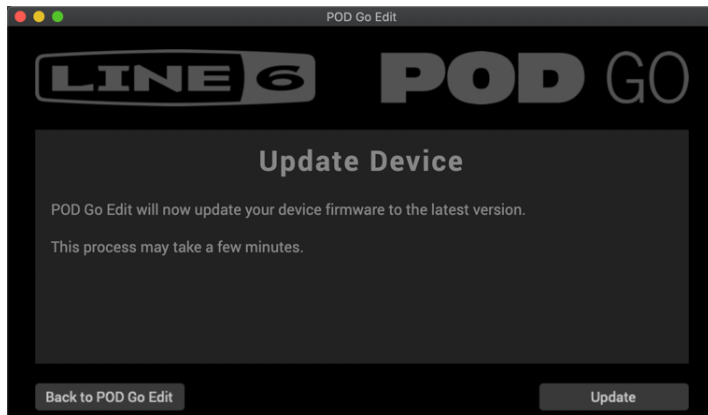


- **Update Device**: Click **Update** and the Updater does its thing—simply sit back and wait for the update to run, as indicated by the status bar at the bottom of the next screen. *It is especially important not to disturb the device's controls and cable connections until the update fully completes!*



- **Update Complete**: Once finished, you'll see the Update Complete screen. Read and perform any specific mentioned steps and click **Back to POD Go Edit**. You'll then be reconnected to the POD Go Edit app—ready to start using the newly updated Relay transmitter.
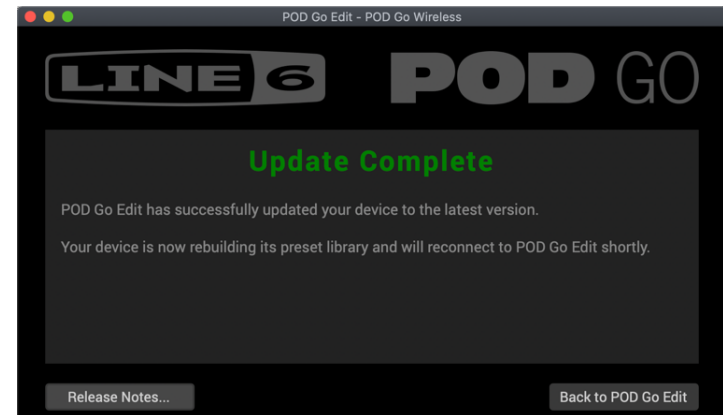


> 💡 **TIP:** Alternatively, you can manually check for available software and firmware updates anytime by clicking the **Check For Updates** button found within the Preferences window—see .
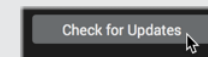
# Using the Line 6 Central App

As mentioned in the previous section, it is recommended to use the POD Go Edit application's built-in Firmware Updater to update the latest POD Go, POD Go Wireless, and Relay G10T/G10TII device firmware. If for any reason you wish to "roll back" to or install an older firmware version, you must use the separate **Line 6 Central** application, available free from line6.com/software/.

> ⚠️ *IMPORTANT!* **Please be sure to carefully read the** *Release Notes* **for all Line 6 application and device driver installations** *first*, **before performing updates or installations.**

> 💡 **TIP:** It is always a good idea to create a backup of your device's contents *before* performing a firmware update! The best procedure is to perform the backup using your existing POD Go Edit version first—then update to the latest POD Go and Relay firmware versions. See "Creating & Restoring Complete Device Backups" on page 18.

## Updating POD Go, POD Go Wireless, or Relay G10T/G10TII Transmitter Device Firmware

Be sure to start by visiting line6.com/software/ and download and install the latest version of the Line 6 Central application on your computer. With your POD Go device connected and powered on, quit all other Line 6 and audio applications and launch the Line 6 Central application. If using POD Go Wireless, also connect your Relay G10T or G10TII transmitter to the Guitar In jack.

**On Mac** - Go to Applications > Line 6 > Line 6 Central

**On Windows®** - Go to the Start button menu > All Apps (or Programs) > Line 6 > Line 6 Central

- Once you've launched the Line 6 Central app, sign into your Line 6 account.* If you do not have an account, you must first create one. Follow the prompts through to the quick online registration.

> 📌 ***NOTE:** If the computer you are using is not connected to the Internet, it is still possible to use Line 6 Central's **Update from File** option to update your device offline. Please see the steps at the end of this section for details.

- Once logged in, your USB-connected POD Go device and its current firmware version appears listed within the Home screen. If you have a Relay transmitter connected to your POD Go Wireless unit, it also appears as a selectable device, as shown in the following screen.
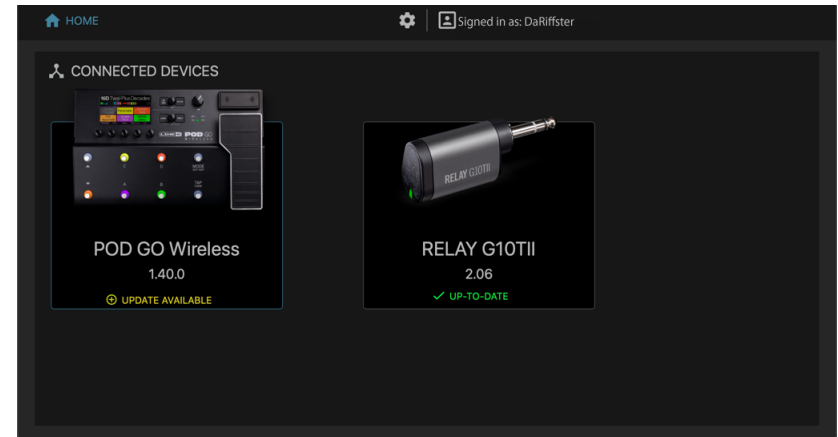


- In the example above, the POD Go Wireless device indicates a firmware update is available, and the Relay G10TII indicates it is already up to date.

- Click on the device you wish to update to advance to the next screen, where you can select the desired firmware version to install—It is recommended to choose the latest firmware.



- The *Release Notes* are displayed for the selected firmware version. **Be sure to read the details since there could be special instructions to follow.**

- Click the yellow **Download Update** button and wait for the firmware to download. Once you see the blue **Perform Update** button, click it to proceed.



- The *License Agreement* is displayed in the next screen. Read through the agreement and click **Accept** to agree to the terms and conditions and start the update process. Read and follow any additional instructions that may appear.

- ***It is especially important not to disturb the device's controls and connection until the update fully completes!***

Once the application lets you know the update process has completed, you can exit the Line 6 Central application and start using your updated device.

> 📌 **NOTE:** While the presets on your POD Go device will not be altered, some minor sonic changes may still occur with firmware updates, as noted within any firmware's *Release Notes*.

## Using Line 6 Central in Offline Mode

If the computer you are using to run the Line 6 Central app is not connected to the Internet, you can use the app's **Update from File** option to perform an offline update for your POD Go or Relay transmitter firmware, as follows.

- You'll need to first obtain the latest firmware for your POD Go or Relay transmitter by downloading it from the line6.com/software/ web page, then manually copy the downloaded (.hxf or .wuf) file to your computer where you'll be running Line 6 Central. Connect your POD Go device directly to the computer's USB port.
- Launch Line 6 Central and select your POD Go or Relay device which you want to update on the app's Home screen. Be sure to read and follow any additional instructions that may appear.
- Click the **Update from File** button in the next screen to browse your computer and select the POD Go or Relay transmitter (.hxf or .wuf) firmware file you obtained in the first step.

📁 UPDATE FROM FILE

- The *License Agreement* is displayed in the next screen. Read through the agreement and click **Accept** to agree to the terms and conditions and start the update process. Read and follow any additional instructions that may appear.
- ***It is especially important not to disturb the device's controls and connection until the update fully completes!***

💡 **TIP:** Whenever installing POD Go device firmware, you must be sure to also install the matching version number of the POD Go Edit application. Please visit line6.com/software/ to download the correct application installer.

# Additional Resources

Looking for more info? We've got plenty of online resources, just a click away.

- To get acquainted with POD Go, we recommend you visit line6.com/meet-pod-go/.
- Additional Help documentation covering POD Go is available on the Line 6 Support site at Line 6 Product Manuals, as well as on the POD Go online Knowledge Base.
- Visit the Line 6 CustomTone site where you can share your presets with the world, and download free presets created by Line 6 and other users just like you.
- Looking for some professionally crafted presets and Impulse Responses? Check out the Line 6 Marketplace, and be sure to check back often for news and product announcements. (Note that all IRs offered for Helix family products are also fully compatible with POD Go.)
- Can't get enough Line 6 gear & accessories? Head on over to the Line 6 Online Shop.
- Check out the Line 6 Support page for access to helpful tips, videos, discussion forums, or to contact Line 6 Technical Support.

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